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FIREFLY STUDIOS' **STRONGHOLD** 2

PRIMA OFFICIAL GAME GUIDE

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Contents



Castle Life	7	Structures	16
Introduction	7	Core Structures	16
Getting Started	8	Keeps	16
Peasants	9	Granary	16
Food	9	Stockpile	17
Population Growth	10	Castle Structures	17
Popularity	10	Gatehouses	17
Natural Resources	11	Towers	17
Wood	11	Walls	18
Stone	11	Military	18
Iron	11	Armoury	18
Industry	12	Barracks	19
Ale	12	Brazier	19
Armor	12	Burning Logs	19
Bread	12	Engineer's Guild	19
Candles	12	Killing Pit	19
Cloth	13	Man Trap	19
Weapons	13	Mercenary Post	19
Wine	13	Moat	20
Honor	13	Oil Smelter	20
Military	14	Pitch Ditch	20
Castle Building	14	Rock Basket	20
		Siege Camp	20

Stable	20	Pig Farm	25
Stone Tipper	20	Vegetable Garden	25
Tower-Mounted Ballista	20	Vineyard	25
Tower-Mounted Mangonel	21	Vintner's Workshop	25
Tunnel Entrance	21	Wheat Farm	26
War Hound Cage	21	Industries	26
Civilian Structures	21	Armourer's Workshop	26
Church	21	Beehive	26
Hovel	21	Blacksmith's Workshop	26
Jousting	22	Carter Post	26
Lady's Bedchamber	22	Chandler's Workshop	26
Monastery	22	Fletcher's Workshop	27
Musician's Guild	22	Iron Mine	27
Statue	22	Market	27
Travelling Fair	23	Ox Tether	27
Treasury	23	Pitch Rig	28
Farms & Food	23	Poleturner's Workshop	28
Apple Farm	23	Saw Pit	28
Bakery	23	Sheep Farm	28
Brewery	23	Stone Quarry	28
Dairy Farm	24	Tanner's Workshop	28
Eel Pond	24	Weaver's Workshop	29
Hop Farm	24	Castle Services	29
Hunter Post	24	Apothecary	29
Inn	24	Courthouse	29
Lord's Kitchen	25	Falconer's Post	29
Mill	25	Gong Pit	29

Guard Post	30	Engineer's Guild Units	36
Torturer's Guild	30	Engineers	36
Water Pot	30	Laddermen.....	37
Well	30	Siege Engines	37
Punishments	30	Battering Ram	37
Units	32	Burning Cart	37
Barracks Units	32	Cat	37
Archers.....	32	Catapult.....	38
Armed Peasant.....	32	Fire Ballista	38
Crossbowmen.....	32	Mantlet	38
Knights.....	33	Siege Towers.....	38
Macemen	33	Trebuchet	39
Pikemen	33	The Sim Campaign	40
Spearmen.....	33	Mission 1: The Warning Beacon.....	41
Swordsmen.....	34	Mission 2: Feast for Honor	42
Mercenary Post Units	34	Mission 3: Harbury Keep	43
Assassins	34	Mission 4: Wolf Hunt	45
Axe Thrower.....	34	Mission 5: Aid for Sir William	47
Berserker	34	Mission 6: Rats & Gong	48
Horse Archers.....	35	Mission 7: Outlaw Camp	50
Light Calvary (Hobelar)	35	Mission 8: Sir William's Honor	52
Outlaw	35	Mission 9: Sword Production	55
Pictish Boat Warrior.....	35	Mission 10: Defend Sir Grey	56
Thief.....	36	Mission 11: Edwin's Estate	58
Monastery Units	36	Mission 12: A Kingly Feast	61
Fighting Monk	36		
Warrior Monk	36		

Free Build Mode65

Food Production	65
Raw Materials.....	65
Sanitation	66
Crime and Punishment.....	67
Popularity	67
Honor	68
Free Build Maps	69

The Lost King Campaign.....72

Chapter 1: The Search for the King.....	72
Chapter 2: First Command	73
Chapter 3: Edwin's Rescue	77
Chapter 4: The Bull in the Borderlands	79
Chapter 5: Return to the Monastery.....	84
Chapter 6: Olaf Grimtooth, Your Time Has Come	88
Chapter 7: Defense of the Abbey	91
Chapter 8: Hawk's Nest	94
Chapter 9: Lord Barclay's Castle	97
Chapter 10: Siege of the Abbey	99
Chapter 11: Treachery	101
Chapter 12: To Capture a King.....	105

The Kingmaker and Multiplayer Games108

Australia	109
Baltic	110
Germany	111
Grasslands.....	112
Great Britain	113
Middlewood	114
The Four Woods	115
USA	116
Volcano	117

Sieges118

Castell Y Bere	118
Criccieth	120
Guadamur.....	122
Hastings	124
Heuneburg	126
Javier.....	128
Koblenz-Stolzenfels	130
Marksburg	132
Pembroke	134
Wartburg	136

Structures.....138

Units141

Market Prices143



Castle Life



Introduction

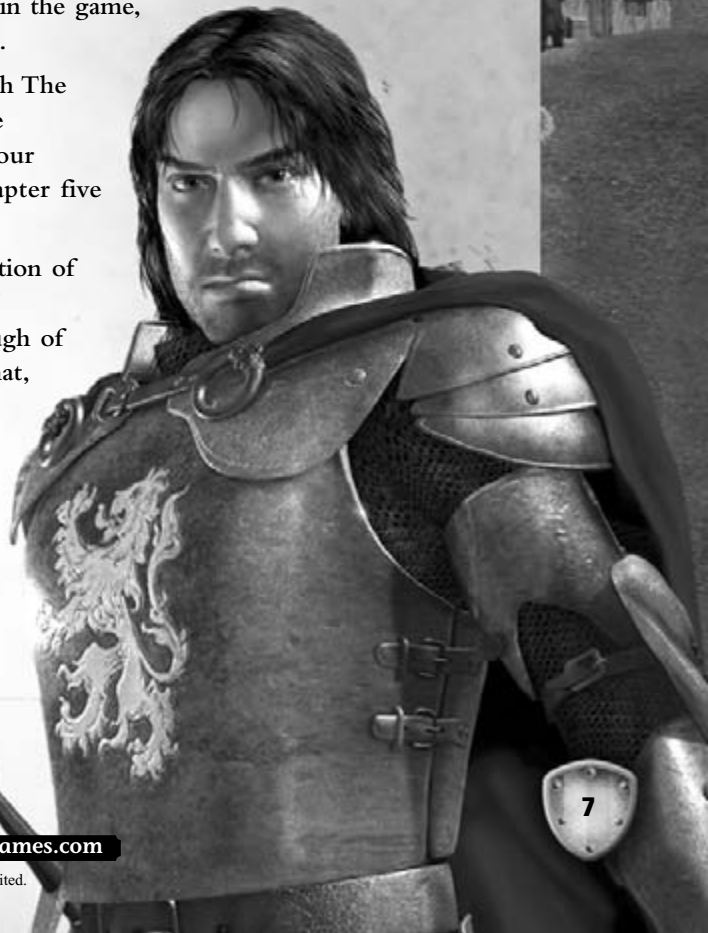
Prior to the widespread use of gunpowder in Europe, Castles dominated the landscape and allowed nobles to maintain power over their Peasants and the surrounding countryside. Now you have an opportunity to be a Lord over your dominion, to defend your territory and to expand by taking over enemy Castles. This guide will provide you with all of the information you need to achieve victory over your opponents.

In this book, you will find the strategies, tactics, and other vital information organized into three main sections. The first section covers the basics of gameplay in *Stronghold 2*. Chapter one offers hints and tips on how to get started in the game. You can find everything you need to know on setting up a Castle, putting your Peasants to work, and even the basics of military actions. For detailed information on all of the structures which you can build in the game, turn to chapter two. Chapter three gives you the goods on all of the units in the game, both workers and soldiers, as well as the siege engines.

The second section of the book takes you through The Path of Peace part of the game where you learn the economic side of running a feudal estate. Chapter four offers walkthroughs of the Sim Campaign while chapter five covers the Free Build Mode.

Ready for some action? Then head to the third section of the book for information on The Path of War part of *Stronghold 2*. Here you will find a complete walkthrough of The Lost King Campaign in chapter six. Following that, in chapter seven, tips and hints are provided for each of the ten maps in the Kingmaker and Multiplayer games. Finally, chapter eight provides vital tactics and strategies for achieving victory in the ten Siege battles—both for attacking and defending.

A good Lord knows the strengths and weakness of his own troops as well as those of his enemy. Therefore, the stats for all structures, units, and even the prices of all commodities you can buy or sell at the market can be found in the Appendices.



Getting Started

Whether playing a single player campaign or going head-to-head against a friend, you'll need to get your estate's population off to the right start before building a formidable Castle. To the uninitiated, this can be a somewhat daunting task. So here's ten easy steps to get your kingdom up and running.

1. **Place Stockpile & Granary:** Both of these structures must be placed near your Keep so Peasants can begin storing natural resources and food.
2. **Gather Wood:** Build at least two Sawpits near a forest, preferably within close proximity to your Stockpile. Wood is needed to build almost every structure, so you'll need a steady supply.
3. **Produce Food:** Build two Hunter Posts and two Apple Farms right next to your Granary. These structures will supply enough meat and apples to fill you Peasants' bellies. Supplement the Granary's stocks with cheese and bread as more wood and labor becomes available.
4. **Recruit Archers:** You'll need a Barracks and Armoury to recruit Archers, so you may need to buy some stone at the Market—placing a Market is free. Next you'll need bows, so make some by building two Fletcher's Workshops near your Stockpile and Armoury. Bows can sometimes be bought at the Market too, if you don't want to wait. Finally, recruit some Archers and place them on the Keep's roof. This will help protect your Peasants from animals like wolves and bears as well as deter surrounding enemies from launching a rush attack.
5. **Gather Stone and Iron:** Locate stone and iron deposits and begin transporting the resources to your Stockpile with Ox Tethers. Iron is needed to make weapons and stone is required in massive quantities to build Castle structures.
6. **Fight Crime & Disease:** Maintain high Popularity by placing Gong Pits and Falconer's Posts to remove disease causing gong piles and rats. Stop the spread of crime too by building Guard Posts, a Courthouse, and enforcing at least one form of punishment. If these issues aren't dealt with, your Popularity will drop and Peasants may begin leaving the estate.
7. **Raise Honor:** Honor is needed to recruit most military units, so start raising it early. The Granary can produce a small, but steady amount of Honor by offering your Peasants a variety of foods. More Honor can be raised by holding feasts and dances in the Keep.
8. **Accumulate Wealth:** Gold is also needed to build an army. Consider producing surplus goods and selling them at the Market. If you can afford a reduction in Popularity, build a Treasury and tax the Peasants. Any reduction in Popularity caused by taxation can be offset by building a Church stocked with candles or by serving ale at an Inn—both increase Popularity.



- 9. Recruit Army:** As gold and Honor are generated, begin building an army. Focus on defense first, largely by recruiting more Archers and a few Crossbowmen. Start buying or producing spears and swords too so you can recruit Spearmen and Swordsmen.
- 10. Build Castle:** Determine the boundaries of your Castle carefully, ensuring some form of production can continue within the Castle's walls during a siege. Also, make sure your Peasants can easily access stone or iron deposits outside the walls by placing Gatehouses. As the Castle takes shape, deploy Archers in towers and Spearmen along the walls. Now, you're ready to expand. Study the surrounding estates and devise a plan of attack.

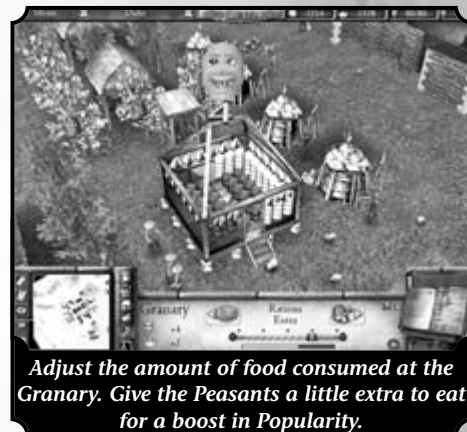
Peasants



Peasant labor is the backbone of your estate. Protecting your Peasants and keeping them happy should be one of your highest priorities. Peasants will come to your estate and gather in front of the Keep, waiting for work to become available. However, if your Popularity is low, Peasants will stop coming to your estate and some may even leave. Therefore it's paramount to balance their needs and your ambitions.

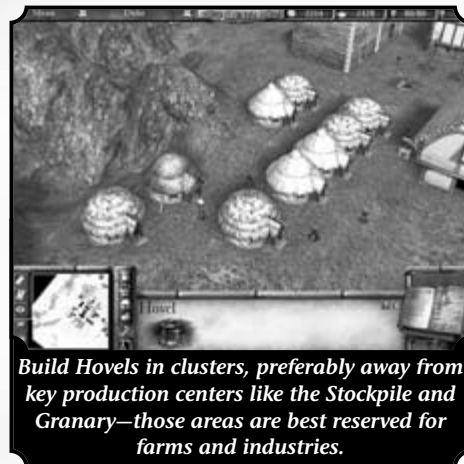
Food

Peasant's tastes are simple. They only eat apples, bread, cheese, and meat, all stored in the Granary. These foods can either be produced at farms and related industries (a Mill and Bakery is needed to make bread) or purchased directly at the Market. Either way, always keep the Granary stocked with food and rations set at Normal. If the Peasants are forced to subsist on little or no food, your Popularity will steadily decline. Honor and Popularity bonuses can also be generated from the Granary by feeding the Peasants large quantities and varieties of food. So make sure they have plenty to eat and at least two types of food—apples and meat are the easiest to produce.



Population Growth

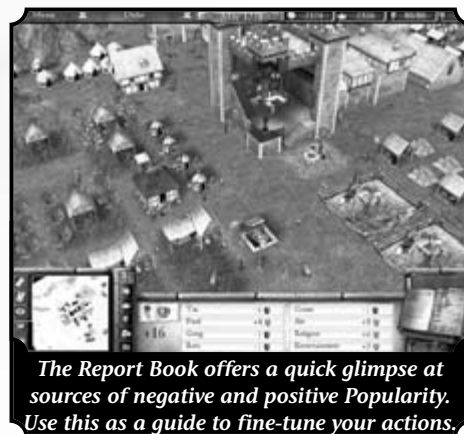
Increase your Peasant population by building Hovels. Each of these small modest dwellings increase your population cap by eight. New Peasants will always gather in front of the Keep unless there are unfilled jobs available. Scan the area in front of the Keep before building a Hovel to determine if one is needed. Whether they're working or not, all Peasants consume food, so make sure your food production can support the increase. As a rule, it's a good idea to build an extra farm or Hunter Post for every new Hovel placed. To maximize efficiency, keep your population small and only increase it as needed. Regardless of your ambitions, an estate's population should rarely exceed 80.



Popularity

The Popularity rating gives the Peasants a strong voice in the way the estate is being managed. High Popularity ratings allow work to continue and the population to grow. Low Popularity ratings have the opposite effect. For a quick overview of the estate's Popularity, click on the Report Book in the bottom right corner of the screen. This shows exactly which issues are causing a rise and fall in Popularity. Here's the issues you'll need to deal with to maintain a high Popularity rating:

- **Tax:** All taxes cause a reduction in Popularity. But positive numbers can be generated in this category too by issuing bribes through the Treasury.
- **Food:** This is determined by the amount of food fed to the Peasants. This can be set at the Granary. Raise Popularity by providing Extra or Double rations.
- **Gong:** Stinky piles of trash and waste (referred to as gong piles) reduce Popularity by one point whenever a Peasant encounters them. These piles can only be removed by building a Gong Pit. If ignored, gong piles can spread disease, potentially killing Peasants.
- **Rats:** Just like gong piles, rats are a constant threat to Popularity. Build Falconer's Posts to stay on top of the problem.
- **Crime:** Some of your Peasants will become criminals, often stealing food from the Granary. Popularity falls by one point per month for every criminal in an estate. Remove criminals by building Guard Posts, a Courthouse, and a form of punishment.



- **Ale:** Drinking ale makes your Peasants happy, and the more they drink, the happier they'll become. Ale is served at Inns, but must be supplied by Hops Farms and Breweries.
- **Religion:** Like Inns, Churches generate Popularity, but must have a steady supply of candles to hold masses. Bee Hives and Chandler's Workshops are required to produce candles.
- **Entertainment:** Peasants like being entertained by Traveling Fairs and Jousting events. Both generate five Popularity points per month.

Natural Resources

There are three natural resources in the game your Peasants must gather and carry to your Stockpile: iron, stone, and wood. Each resource is needed to build your Castle and support your military aspirations. Begin production early and maintain it throughout your conquest.

Wood



Of the three, wood is the most common and is needed in large quantities since it's used to construct almost every structure, especially early on. Build two or three Sawpits near a forest at the start of every game to support the demand for wood.



Stone



Stone can be acquired from the large deposits of gray rocks. Use at least one Stone Quarry to gather it and at least one Ox Tether to transport it to the Stockpile. Stone is needed to build many structures, including almost every Castle feature including towers, walls, and gatehouses.

Iron



Iron is the rarest of natural resources and must be mined from the rust-colored piles of rock. Iron Mines and Ox Tethers are needed to produce the iron and move it to the Stockpile where it can be fashioned into weapons and armor.

Industry

Once gathered, natural resources and agricultural products can be used to create a number of items that can be used by your estate or sold at the Market for gold. Workshops are needed to convert resources into manufactured goods. Let's take a brief look at each industry available.

Ale



Hops are the key ingredient of ale and must be grown at Hops Farms. Hops are then taken to the Stockpile where they are retrieved by a Brewer. The Brewer then uses the hops to make ale at a Brewery, and delivers it to the Inn where it is consumed by the Peasants, leading to a sizable boost in Popularity.



Armor



Two types of armor can be produced: leather and metal. Leather armor requires cows from a Dairy Farm and a Tanner's Workshop. Iron is needed to produce metal armor at an Armourer's Workshop. Once produced, all armor is stored in the Armoury.

Bread



Bread is stored in the Granary and consumed by the Peasants. The process begins at a Wheat Farm, where wheat is produced and sent to the Stockpile. Wheat is then taken to a Mill where it is converted into flour. Finally, a Bakery uses the flour to produce bread, which is then sent to the Granary for consumption.

Candles



If you're using the Church to increase Popularity, you'll need plenty of candles. Use Bee Hives to produce beeswax, then build Chandler's Workshops nearby to manufacture candles. Like all goods, candles are stored at the Stockpile, but they don't have to be delivered to the Church—they are automatically consumed.

Cloth



Sheep Farms are needed to produce wool. It is then taken to the Stockpile where a Weaver picks it up and takes it to a Weaver's Workshop to create cloth. Cloth is stored at the Stockpile till sold at the Market or retrieved by Pages and taken to the Lady's Bedchamber so dresses can be sewed for dances.

Weapons



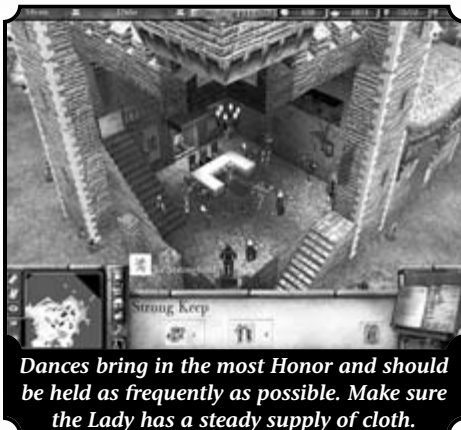
Both wood and iron are needed to make weapons and armor. Each weapon type requires a specific workshop. Fletcher's Workshops produce bows and crossbows. Swords and Maces are created at a Blacksmith's Workshop. A Poleturner's Workshop manufactures spears and pikes. All weapons are then carried to the Armoury.

Wine



Wine is needed for feasts, but can be also sold for a nice profit. Grapes are grown at Vineyards, then delivered to the Stockpile. A Vintner's Workshop is then required to smash the grapes and make wine. All wine is then moved to the pantry of the Lord's Kitchen where it is stored till consumed or sold.

Honor



The concept of Honor is new to *Stronghold 2*. Like gold, Honor is required to recruit most troops—at least the good ones. Honor can be generated in various ways. Feeding the Peasants more than one type of food brings in a small Honor bonus every month. But the best way to raise large amounts of Honor is by

holding feasts and dances in the Keep. Royal foods are needed for each feast, so construct Vegetable Gardens, Eel Ponds, Pig Farms, Vineyards, and Vintner's Workshops to supply the Lord's Kitchen with a wide variety of foods—the more courses provided, the larger the Honor bonus. A Lady's Bedchamber and a modest

Promotions

In Kingmaker mode and multi-player games, Honor can be used to purchase promotions. Each promotion enables you to build more advanced structures and units. This table shows what it costs to move up through the ranks.

Rank	Honor Cost
Freeman	Initial
Yeoman	10
Squire	15
Knight	30
Knight Bachelor	50
Knight Errant	100
Royal Champion	150
Baron	200
Earl	250
Duke	300

supply of cloth will make dances possible too. If space and time are issues, purchase cloth at the Market to expedite the process. Honor can also be generated from Jousting events. Whatever your preferred method, begin generating Honor as soon as possible

Military

Recruiting a massive army isn't the first priority of building up an estate, but it should never drift far from your mind. After all, you're often surrounded by greedy Lords looking to knock you off and claim your estate as their own. As a result, it's important to think defensively. Study the surrounding estates and identify potential avenues of attack. Keep an eye on the competition too. If they're massing troops, assume you're the target and immediately take steps to fortify your estate.

Archers are the mainstay of any defensive strategy, so recruit them in mass numbers and position them at the highest points to maximize their range. This usually means placing them on the roof of the Keep until you can establish a perimeter of towers. Supplement your Archers with Crossbowmen. Although they're more costly (and require leather armor) their fire power is necessary to punch through the plate armor of Swordsmen and Knights. A group of Archers and Crossbowmen can hold back a much larger attacking force, but it's extremely important they're kept out of melee attack range—they'll be cut down quickly if forced to fight at close range.



Recruit Archers as soon as possible. They are the most cost-effective defensive unit in the game, capable of defeating superior numbers of enemy troops.

Castle Building



Construct your Castle little by little. Build towers first, then connect them with walls.

Building a Castle is the best way to defend your estate, but it's a costly and potentially long process. Stone is required in mass quantities to build even a modest defensive wall around your Keep. Begin stone production early and think big by building at least two Stone Quarries and multiple Ox Tethers. As stone accumulates, it may be necessary to build a second Stockpile. But if you have a plan, you can use the stone for construction as soon as it comes in, negating the need for an extra Stockpile.

For starters, focus on keeping your Lord well protected—if he dies, the game is over. It may not look pretty, but consider building a four-sided wall around the Keep with towers at each corner. At least one gatehouse is necessary too, so units can move in and out of the Castle. This will at least give you some extra time before enemy units can breach the wall and storm the Keep. Archers and Crossbowmen need extra time to annihilate attackers rushing the walls.

No matter how elaborate your Castle is, remember, it only takes one breach to render the fortress nearly useless. This is why redundancy is so important. As more stone and other resources become available, expand your fortress by building a larger wall around your first one. Layering one fortress within another is a great way to delay the enemy from reaching the Keep, all the while giving your Archers more time to pick off attackers. Thicker walls also provide better protection, particularly if your opponent is equipped with Catapults and Trebuchets. These devastating siege engines can quickly knock a hole in your wall, allowing enemy troops to pour in.



Plan for breaches by recruiting melee troops like Spearmen and Swordsmen. Spearmen and Pikemen are useful along your walls and can deal with any attackers attempting to scale them. Swordsmen and Knights are extremely slow and best deployed near or inside the Keep. Consider them as the last line of defense before the attackers can reach your Lord.

Overall, the design of your Castle and the position of your troops should work to prolong an attack. Most attackers will go straight for your Lord, often ignoring any Archers or other units along the walls or towers. The more buffers you can place between the attackers and your Lord, the slower they'll move, and the more likely your Lord will survive to fight another day.



Structures



Stronghold 2 offers more than 100 structures and other features, each with unique capabilities. In this section we take an in-depth look at each structure, providing gameplay tips on how to best implement the structures into your Castle and Estates.

Core Structures

Keeps

The Keep is the center of any Castle and the most important structure. Position your Lord in the Keep—especially during an attack. Position Archers and Crossbowmen on the rooftop and load up the inside with Swordsmen or other powerful melee troops.

Saxon Hall

This is the smallest Keep available and is made of wood. You cannot post troops on the roof of this Keep, only within the great hall and on the Tower. It can contain the fewest troops.



Small Keep

This Keep is built of stone and is bigger than the Saxon Hall. More troops can defend this Keep, as troops can garrison the hall, balcony, roof, and turret.



Medium Keep

This Keep has a larger design than that of the small Keep, with more room in its hall and on its roof



to hold troops. It also comes with four defensive Towers that make it a more formidable defensive structure.

Large Keep

This is the ultimate in defensive fortifications, with enormous amounts of space for troops within it. Enemy forces have to fight through the great hall, upstairs to a balcony, through a Tower to the roof (that can be filled with huge numbers of defenders and surrounded by four massive turrets), and finally over a bridge to the last bastion of defense. Any attack on this Keep will cost many lives with no guarantee of success.



Granary

This is where the food produced at your farms is stored (except for royal food used in a feast, which is stored in the kitchen pantry). Click on this building to change your rationing and food consumption settings.



Notes

You must place the Granary at every game's start, providing a

place for the Peasants to store apples, bread, cheese, and meat. Before settling on a location, study the surrounding terrain and ensure that you can place multiple farms around the Granary. While you must place the Granary somewhere around the Keep, it does not have to be built right next to it. However, place it within a reasonable distance of the Stockpile if you're planning to produce bread. Bakeries must acquire flour from the Stockpile before baking bread. Bread is then carried to the Granary. Keeping all food-producing structures close to the Granary minimizes transit time and maximizes production efficiency. Click on the Granary to adjust the rationing of food. When set at low rationing rates, the Peasants will eat less food but at the cost of a reduction in Popularity. Giving the Peasants more to eat gives Popularity a boost. The Granary can also generate Honor, with bonuses applied every month that give the Peasants more than one type of food to eat. The tables here show how Popularity and Honor are generated.

Ration Rates

Rations	Popularity
None	-8
Half	-4
Normal	0
Extra	+4
Double	+8

Food Consumption and Honor

Food Types	Honor
1	0
2	+1
3	+2
4	+3

Stockpile

Your resources are stored here. Each Stockpile contains eight storage platforms. You can place additional Stockpiles to increase storage capacity.



Notes

The Stockpile is the first structure you must place at the start of most games. Depending on the mission, your first Stockpile may already be filled with modest amounts of basic construction materials like wood and stone. When placing the Stockpile, study the area around the Keep. Look for trees, stone deposits, and iron deposits in an effort to determine where you'll attain all resources. At the start, wood is the most important, so build the Stockpile near some trees, but also within reach of stone and iron. As the Stockpile fills, it may be necessary to sell some surplus resources at the Market. You can

also build an extra Stockpile at no charge, but because land is scarce, make room at your existing Stockpile by selling resources you no longer need.

Castle Structures

Gatehouses

Gatehouses are the access points to your Castle. When building a Castle, position Gatehouses to facilitate commodities transportation. Most Gatehouses offer defensive positions on top where you can post Archers to help defend your Castle. Close the Gatehouse doors when the enemy approaches.

Wooden Gatehouse

Cost: 20 wood

A set of wooden doors—quite a weak defense.



Small Gatehouse

Cost: 15 stone

Small and weak entry point; ideal for defending your Inner walls; not recommended for a large Castle's outer walls.



Main Gatehouse

Cost: 30 stone

A standard Castle Gatehouse; strong stone Gatehouse, but without a drawbridge. Good for outer walls without moats.



Large Gatehouse

Cost: 50 stone

The strongest and most imposing stone Gatehouse with a drawbridge. This Gatehouse is expensive and bulky, but is good for the ultimate strong entrance point and for use with moat defense.



Sally Port

Cost: 20 stone

This is a secret entrance that looks like a wall to enemies, but the bricked-up exit conceals a door. This is useful to use as an escape route if your Castle is falling around you, or for launching a surprise attack on unsuspecting enemies.



Towers

Because of their height, Towers give your Archers an advantage over your enemy—even those who make it onto your walls. Archers at a lower level have difficulty engaging troops on a Tower. Include Towers at corners of your Castles and along the walls. Put most of your Archers in Towers.

Wooden Platform

Cost: 10 wood

Provides a simple and cheap wooden platform, giving access to wooden walls, but it is weak.



Lookout Tower

Cost: 15 stone

Provides a good viewing platform, but is weak; has no arrow slits and cannot hold siege equipment.



Bastion

Cost: 30 stone

A strong round Tower; contains no arrow slits.



Square Tower

Cost: 24 stone

The strongest square Towers, which can hold siege equipment; has one arrow slit.



Tall Round Tower

Cost: 30 stone

A strong round Tower containing two arrow slits.



Great Tower

Cost: 50 stone

The strongest, tallest, and widest Tower. This Tower provides an excellent defense, as it also holds siege equipment and has four arrow slits.



Hoarded Square Tower

Cost: 20 wood, 24 stone

Provides even more defense for troops on top of the Tower, but cannot hold siege equipment. If the hoarding is burnt off it will revert to a square Tower.



Tall Hoarded Round Tower

Cost: 20 wood, 30 stone

Provides more defense for troops on top of the Tower, but cannot hold siege equipment. If the hoarding is burnt off, it reverts to a tall round Tower.



Walls

You can't have a Castle without walls. When assaulting a Castle, walls are the weakest of the defenses and the easiest to take down with siege engines. They are also susceptible to being scaled using ladders.

Wooden Wall

Cost: 1 wood

A wooden wall requires one wood per piece of wall. Unlike their stronger stone counterparts, enemy troops can smash wooden walls, so at best they may only delay an advancing siege force. They are cheap and effective at dealing with minor problems such as outlaws and wolves, however.



Stone Single Wall

Cost: 1 stone

Single-thickness walls require one stone per piece of wall. A single-thickness wall prevents access by foot soldiers, but will have a limited effectiveness against siege equipment such as Catapults.



Stone Double Wall

Cost: 2 stone

Double-thickness walls require two pieces of stone per piece of wall. Stronger than single-thickness walls and provide the benefit of crenels on both sides.



Stone Triple Wall

Cost: 3 stone

Triple-thickness walls require three pieces of stone per piece of wall. A thick wall that will soak up more damage from attacking siege equipment.



Stairwell

Cost: 10 stone

To allow troops to have access to the top of walls or buildings, there must be stairs connected to them (unless troops have access through a Gatehouse or Tower).



Military

Armoury

Cost: 5 wood, 5 stone

Weapons and armor produced by your workshops are stored here.



Notes

Build the Armoury within close walking distance of all weapon- and armor-producing workshops. After manufacturing their goods, the craftsmen must carry them to the Armoury for storage. Like any industry, reducing the transit

time helps boost production, especially in the long term. Stockpiling weapons and armor allows troops to be recruited from the Barracks.

Barracks

Cost: 10 Stone

Troops can be trained at this building, as long as you have some free Peasants, enough gold, and weapons in your Armoury.



Notes

Before you can recruit any troops, you must have the required gold and appropriate weapons and armor in the Armoury. All recruited troops gather in front of the Barracks by default. But you can order each unit type produced by the Barracks to gather anywhere on the map by setting an assembly point. Set assembly points by accessing the Barracks' panel and clicking on the green flag icon. You can set separate assembly points for each unit type, making it easy to move new troops wherever they're needed.

Brazier

Cost: 50 gold

Archers use braziers to fire flaming arrows.



Notes

Braziers are a great idea for covering access points to your Castle. Don't put them on your Gatehouse because that is an

early target for enemy attack. Build a Tower inside your Castle and make it a Brazier post for Archers that can still cover the entrance to the Castle.

Burning Logs

Cost: 200 gold

Burning logs are truly devastating weapons. When unleashed, a number of burning logs are sent rolling into the path of the enemy.



Notes

Burning Logs are a great way to not only take out enemy siege engines, but also siege camps. Wait until the enemy is about to walk in front of this defense, then release the logs. Take terrain into account. The logs will not roll up hills, and travel farther on a downhill slope. For campaign games, wait until an enemy appears, then build Burning Logs on your walls so you can destroy enemy camps before they get a chance to build siege engines.

Engineer's Guild

Cost: 10 wood, 100 gold

This building allows you to recruit Engineers and Laddersmen.



Notes

This structure is important whether you will be attacking or defending because it is required to build siege engines and create Engineers.

Killing Pit

Cost: 20 wood, 2 gold

The Killing Pit is a covered pit with sharpened stakes at the bottom. Killing Pits are visible and harmless to your people, but invisible to the enemy who falls to his death inside them. Killing Pits only open when a certain weight is on them. This could be an armored Knight or several lighter Laddersmen.



Notes

This is the heavier version of the Man Trap. Use it against heavier troops.

Man Trap

Cost: 6 wood, 1 gold

This adds to the defense of your Castle and cannot be seen by the enemy. Man Traps kill most units outright.



Notes

Place these along Castle access points, such as near Gatehouses and along walls to take out enemy troops as they approach.

Mercenary Post

Cost: 15 wood

Hire mercenary troops from here, if you have free Peasants and enough gold to pay their fee.



Notes

When you are in a bind or have a limited supply of weapons, the

Mercenary Post can allow you to build up an army. The downside is that mercenary units cost more and require available Peasants.

Moat

Cost: 100 gold

Place a Moat around the Castle to provide an obstacle to invading armies for a cost in gold. Enemies must then spend time filling in the Moats to gain access to the Castle. This provides defenders with time to attack with the full range of Castle defenses.

Notes

Moats are a great way to slow down enemy attacks or focus them on certain areas where you can concentrate your defenses. Enemies can fill in Moats, though, so don't rely on them to completely protect a section of your Castle.

Oil Smelter

Cost: 10 iron, 100 gold

This creates pots of boiling oil for your Engineers to pour on the enemy. The first Engineer you assign here mans the smelter, then three additional Engineers collect pots of oil.

Notes

If you are defending and plan on using burning oil, you need this structure.

Pitch Ditch

Cost: 1 pitch

These are trenches filled with flammable pitch. An Archer standing close to a Brazier can use fire arrows to ignite it.



Notes

Think of this as a Man Trap which you can ignite at will. Be sure you have Archers with Braziers within firing range. You must manually set it ablaze.

Rock Basket

Cost: 100 gold

Any unit which doesn't have a range attack can use this to throw rocks at the approaching enemy. The range is limited, but in times of siege, it is better than nothing!



Notes

Position these on walls where you expect the enemy to try to scale. This gives your melee troops a means of attacking the enemy below the wall.

Siege Camp

Cost: 500 gold

Siege Camps are where your Engineers build siege equipment for besieging enemy Castles. Ensure that they are well protected.



Notes

Siege engines move slowly. Instead of having them travel

from your Engineer's Guild at your Castle, build a Siege Camp near your enemy. Do not position it in line with Burning Logs. Place it at a safe distance from Archers.

Stable

Cost: 10 wood, 400 gold

Each stable provides a supply of horses, which Knights can ride.



Notes

Unless you are using Knights on horseback, don't bother with this structure.

Stone Tipper

Cost: 200 gold

Stone Tippers are useful short-range weapons when the enemy is at your walls.



Notes

While limited in the amount of damage they cause, Stone Tippers are effective against light infantry. If you can afford it, go for the Burning Logs. But Stone Tippers refill quicker.

Tower-Mounted Ballista

Cost: 100 gold

These are accurate and shoot a deadly bolt. They are most effective against enemy siege equipment and heavily armored troops.



Notes

This is a useful engine for defending your Castle against attack. It causes a good amount of damage to a specific target.

Tower-Mounted Mangonel

Cost: 100 gold



These throw out a spray of rocks and are devastating against infantry; they may, however, damage your Towers and buildings, as they are inaccurate.

Notes

This engine is better for defending your Castle than the Ballista because it spreads out the damage over a wider area. You can also use it to damage your own walls, preventing enemies from walking along them. This can limit their access to various parts of your Castle.

Tunnel Entrance

Cost: 20 wood, 100 gold



Use Tunnels to target enemy walls or Towers from a distance. When you place a Tunnel Entrance, Engineers will automatically man it.

Notes

If you are tunneling under an enemy wall or Tower, guard the entrance so your Engineers inside can continue digging.

War Hound Cage

Cost: 200 gold



These cages hold a pack of fearsome killer dogs that will attack friend and foe alike. When opened, killer dogs are released, and attack the closest unit or worker.

Notes

Place these cages inside or outside your Castle walls and release the hounds as enemy troops approach. Make sure your own units are out of reach—the hounds attack anything that gets in their way. The hounds will not climb stairs.

Civilian Structures

Church

Cost: 50 stone, 500 gold



Peasant Labor: 1

Produces: Popularity, Honor

A Priest, whose job it is to bless Peasants and organize mass, runs the Church. He uses candles from your Stockpile to hold services in the Church.

Notes

Churches are great for boosting Popularity, but you'll need to provide a steady supply of candles. Candles are made from beeswax, collected from Beehives by Chandlers. The candles are produced at a Chandler's Workshop and delivered to the Stockpile. Candles do not have to

be delivered to the Church. Instead, they are automatically consumed from the Stockpile. A Church can hold a variety of masses, each requiring differing amounts of candles and producing varying levels of Popularity. Increasingly elaborate masses require more candles, but pay off in more Popularity. The table here lists the available masses and how much Popularity each produces per month. You can build one Church per Estate. An Honor bonus is applied whenever the Lord attends a service.

Church Masses

Mass	Popularity (per Month)
None	0
Simple	+2
Standard	+4
Special	+6
Exulted	+8

Hovel

Cost: 6 wood



Peasant Labor: N/A

Produces: N/A

Each Hovel you place provides space for eight additional Peasants in your Castle.

Notes

Make sure your Hovels don't occupy prime real estate, as their location isn't important. Place them in an Estate's remote corners where other structures won't fit. Enemies will even destroy Hovels; you can quickly and cheaply rebuild them.

Jousting

Cost: 200 wood,
500 gold

Peasant Labor: N/A

Produces: Popularity, Honor

The Jousting Arena allows the Knights of the land to put on a display of chivalry and bravery for your Lord. Holding a jousting tournament earns a large Honor bonus, and as the village is keen to attend, a big Popularity bonus as well.

Notes

Jousting events last for six months, producing 5 Popularity and 20 Honor per month. But be prepared for a dip in production as the Peasants neglect their jobs in favor of attending the event. Still, the boost in Popularity and Honor outweighs any negatives. When the event is over, it takes five months before another one begins.

Lady's Bedchamber

Cost: 25 stone

Peasant Labor: N/A

Produces: Dresses, Honor

This is the living quarters for the Lord and Lady and is the only private quarters in the Castle. This is where the Lady spends much of her time, making dresses from the Weavers' cloth. The rest of her



time is divided between bathing, dressing, and spending time with her husband.

Notes

Have a Lord's Kitchen in place before you build a Lady's Bedchamber. The Pages from the Kitchen are also the Lady's servants. She relies on them to help her with bathing and retrieving cloth from the Stockpile. If Pages aren't present, the Lady won't be able to make dresses, and thus no dances can be held in the Keep. Dances are a huge source of Honor (200 per dance), so always make sure the Lady gets her cloth. An Honor bonus is also applied every time the Lord visits the Lady. Try to build the Lady's Bedchamber near the Keep and Lord's Kitchen to reduce walking distances for the Lady and her servants.

Monastery

Cost: 100 stone;
1,000 gold

Peasant Labor: 6

Produces: Manuscripts, Honor

Monks study here and create manuscripts, which they deliver to the Keep, giving you Honor. You can also create Fighting Monks and Warrior Monks here.

Notes

The Monks may not look busy wandering around their courtyard, but the manuscripts



they create suggest otherwise. Each Monk produces a manuscript every few months and delivers it to the Keep for a bonus of 5 Honor. So fully staff the Monastery at all times. The Monastery is also a good source of simple military units if you don't want to build a Barracks and an Armoury. When recruiting a Fighting Monk or Warrior Monk, a vacancy appears at the Monastery and will be filled by an idle Peasant.

Musician's Guild

Cost: 10 wood, 100 gold

Peasant Labor: 3

Produces: Honor

This building allows Minstrels and Jesters to be trained. They entertain your Lord's guests during feasts held in the Keep.

Notes

If you're planning on holding feasts to raise Honor, build a Musician's Guild. Their entertainment can double the amount of Honor attained from a feast.



Statue

Cost: 250 gold

Peasant Labor: N/A

Produces: Honor

Grateful Peasants may place these in recognition of how nice their Lord is. They provide a small but constant supply of Honor points.



Notes

These Statues aren't cheap, but they generate 2 Honor every month. If you can afford it, build several Statues to establish a constant and predictable influx of Honor.

Travelling Fair

Cost: 50 wood, 250 gold

Peasant Labor: N/A

Produces: Popularity

The Travelling Fair is a temporary structure built to accommodate a traveling band of entertainers. Some of your population will gather to watch the show, and you will receive a Popularity bonus.

Notes

This is a quick fix to boost Popularity. Like Jousting, the Travelling Fair produces 5 Popularity every month during its six-month show. When the show is over, the stage will be disassembled. But three months later, a new show will begin, bringing in more Popularity. If you're looking for a more consistent boost in Popularity every month, consider the Inn or Church.

Treasury

Cost: 10 stone

Peasant Labor: 1

Produces: Gold or Popularity

The Treasury is where your gold is stored. The Bailiff also works



here and he will occasionally ride out on his cart to collect extra taxes from any outlying Estates you may own.

Notes

Use the Treasury to generate gold or Popularity. The people will love you if you issue them small bribes, but it will cost you gold every month to buy their happiness. If you have plenty of Popularity and need gold, tax the Peasants. The Treasury generates income from taxes on a monthly basis. Increase the amount of money generated from taxes by adjusting the tax rate or by increasing the population. Increasing the tax rate causes a reduction in Popularity. If you don't get too greedy, you can offset this reduction in Popularity by building Popularity-generating structures like Inns or Churches. The table here shows how the various tax rates impact Popularity.

Treasury Tax Rates

Rate	Popularity (per Month)
Large Bribe	+8
Small Bribe	+4
None	+1
Low	-2
High	-6
Extortionate	-8
Cruel	-12
Extra Cruel	-16

Farms & Food

Apple Farm

Cost: 5 wood

Peasant Labor: 1

Produces: Apples

The Apple Farmer works here gathering apples, which he delivers to the Granary.

Notes

Apple Farms are cheap and effective. Build them early when your wood supply is low. Start with two farms and build more as your population grows.

Bakery

Cost: 10 wood

Peasant Labor: 1

Produces: Bread

The Baker works here turning flour into bread. Once made, the bread is delivered to the Granary.

Notes

To speed up bread production, build your Bakeries between the Granary and Stockpile, as the Baker must access both structures.

Brewery

Cost: 10 wood

Peasant Labor: 1

Produces: Ale

Ale is brewed here using the hops from your Hop Farms. The ale can be distributed via your Inns to gain a Popularity boost.



Notes

A Brewer must attain hops from the Stockpile, then deliver kegs of ale to the Inn. Cut down on transit time by placing your Brewery and Inns near the Stockpile.

Dairy Farm

Cost: 10 wood

Peasant Labor: 1



Produces: Cheese, Leather

The Dairy Farmer breeds cows that produce cheese for the Granary. The cows are also used by the Tanner to produce leather armor. The final and more gruesome use of the cow is during sieges, when you can fire a diseased cow's carcass into an enemy Castle to spread disease.

Notes

Making cheese is slower than growing apples or hunting, but faster than the multiple steps required to make bread. Producing leather armor (through a Tanner's Workshop) reduces cheese production because cows are slaughtered for their hides. Compensate by building more Dairy Farms.

Eel Pond

Cost: 10 wood, 100 gold

Peasant Labor: 1



Produces: Eels, Geese

Your worker spends his time baiting hooks and waiting for eels to bite. Once caught, they

are taken to the Lord's Kitchen to be prepared for a feast. Geese found wandering nearby are also caught and taken to the kitchen.

Notes

Eel and goose production usually lag behind all other royal foods. As a result, it's necessary to build several of these large ponds to ensure plentiful quantities. Expect a higher concentration of eels over geese harvested from each pond.

Hop Farm

Cost: 15 wood

Peasant Labor: 1



Produces: Hops

Hops are used in the Brewery to produce ale, which is served at the Inn. Hops are stored in the Stockpile until they are used.

Notes

Build these farms in close proximity to the Stockpile to reduce production time. A couple of Hop Farms and Breweries can supply an Inn with a steady supply of ale.

Hunter Post

Cost: 5 wood

Peasant Labor: 1



Produces: Meat

Hunters go into the wild to hunt game animals. They bring the animals they shoot back to butcher into meat, then deliver the meat to the Granary.

Notes

Hunter Posts are the quickest and most effective way to feed your Peasants. Build three of them near the Granary at the start of every game. Sell any surplus meat at the Market for a huge profit.

Inn

Cost: 100 wood

Peasant Labor: 1



Produces: Popularity

Ale is distributed through Inns to give you a large Popularity boost. Beware of the effects it can have on your population, though, as Peasants are liable to overindulge. Click on the Inn to bring up a panel allowing you to change the rate at which ale is handed out. The more you hand out, the higher the Popularity bonus you get, and the faster your ale will be distributed.

Notes

Serving ale at Inns is a great way to boost Popularity—assuming an ale industry is in place to support it. Like candles, ale is automatically consumed directly from the Stockpile, so it makes little difference where the Inn is constructed. At the Inn, Popularity output can be adjusted by setting the amount of ale served. Here's what you can expect:

Ale Consumption

Consumption	Popularity (per Month)
None	0
Half	+2
Normal	+4
Extra	+6
Double	+8

Lord's Kitchen

Cost: 10 stone

Peasant Labor: 5

Produces: Honor



This is where feasts are prepared for the Castle, and where the servants who work in the kitchen and the bed chamber live. All the royal food is gathered and stored in the Pantry above the kitchen, and is prepared by the cook. Pages then carry each course to the great hall in your Keep to feed the Lord and his guests. The more courses provided at the feast, the larger the amount of Honor gained.

Notes

The Lord's Kitchen is instrumental in preparing both feasts and dances. Adjust the food types served at a feast in the structure's panel at the screen's bottom. The Pages also serve the Lady's Bedchamber, delivering cloth from the Stockpile so the Lady can sew dresses for dances.

Mill

Cost: 20 wood

Peasant Labor: 3

Produces: Flour



Mill boys bring wheat from the Stockpile to the Mill where it is ground into flour. They then deliver the flour to the Stockpile. Bakeries then use the flour to produce bread.

Notes

Because the workers are constantly importing wheat and exporting flour, build the Mill near the Stockpile to maximize efficiency. Unless you're planning to mass produce bread and sell it for profit, one Mill is adequate to support the food consumption of your population.

Pig Farm

Cost: 20 wood

Peasant Labor: 1

Produces: Pigs



The Pig Farmer breeds pigs on the farm, then slaughters them for meat. He then delivers the meat to the Lord's Kitchen for future feasts.

Notes

These small farms crank out a steady supply of pork fit for nobles. If you build them near the Lord's Kitchen, two Pig Farms are adequate to keep the pantry well stocked for feasts.

Vegetable Garden

Cost: 20 wood

Peasant Labor: 1

Produces: Vegetables



Place vegetables grown here in the Lord's Kitchen, ready for the next feast.

Notes

These farmers must deliver their harvest to the Lord's Kitchen, so build these large farms nearby to minimize production time.

Vineyard

Cost: 20 wood

Peasant Labor: 1

Produces: Grapes



Your farmer works here, tirelessly growing and tending to the grapes. When the grapes are ready, they are delivered to the Stockpile.

Notes

Construct at least two Vineyards if you're planning to serve wine at feasts; more if you want to sell grapes or wine at the Market.

Vintner's Workshop

Cost: 10 wood

Peasant Labor: 1

Produces: Wine



The Vintner's Workshop is used to make wine from grapes. Wine is stored in the pantry of the Lord's Kitchen.

Notes

Grapes are acquired from the Stockpile. Barrels of wine must be delivered to the Lord's Kitchen. Therefore, place Vintner's Workshops between these two structures to reduce transit time.

Wheat Farm

Cost: 15 wood

Peasant Labor: 1

Produces: Wheat

Wheat is grown here, then taken to the Stockpile and ground into flour.

Notes

Of all crops, wheat is the most temperamental, capable of only being grown on certain plots of land. Inspect the land surrounding your Keep, and make sure wheat can be grown nearby before placing your Stockpile and Granary. Grow your own wheat, as it's expensive to buy from the Market.

Industries

Armourer's Workshop

Cost: 20 wood, 100 gold

Peasant Labor: 1

Produces: Plate Armor

The Armourer forges iron into plate armour here.



Notes

Plate armor is required to recruit Swordsmen and Knights—two of the most powerful units available. Begin armor production early so you can raise a formidable army. To maximize efficiency, build Armourer's Workshops between the Stockpile and Armoury.

Beehive

Cost: 5 wood

Peasant Labor: 0

Produces: Beeswax

These hives produce beeswax collected by the Chandlers and used to make candles.

Notes

Build Beehives next to Chandler's Workshops in easily accessible clusters. Build a couple of lines of Beehives and surround them with Chandler's Workshops to encourage mass production of candles. Beehives require little space and no labor, so place as many as five for every Chandler's Workshop.

Blacksmith's Workshop

Cost: 20 wood, 200 gold

Peasant Labor: 1

Produces: Swords, Maces

The Blacksmith forges swords and maces from the iron in your Stockpile.



Notes

You must place swords in the Armoury before you can recruit Swordsmen and Knights. Maces are required only for Macemen. After a steady supply of iron is provided, build multiple Blacksmith's Workshops near the Stockpile and Armoury. Click on the structure to select which weapon you wish to produce.

Carter Post

Cost: 10 wood

Peasant Labor: 1

Produces: N/A

The Carter Post allows goods to be exchanged between players' Castles. Your village Estates will use Carter Posts to send you goods.

Notes

You don't need to place Carter Posts near any particular structure to have complete access to the entire Estate's stock of goods. Build them along borders as close to the destination Estate as possible.

Chandler's Workshop

Cost: 10 wood

Peasant Labor: 1

Produces: Candles

Chandlers collect wax from Beehives and make candles that are delivered to the Stockpile.



Notes

To produce one batch of candles, a Chandler must collect five jars of beeswax—one from each Beehive. Make sure plenty of Beehives are in place to support candle production. Producing large quantities of candles allows for more elaborate Masses at the Church, helping to increase Popularity.

Fletcher's Workshop

Cost: 20 wood, 100 gold

Peasant Labor: 1



Produces: Bow, Crossbows

The Fletcher crafts wood from your Stockpile into bows and crossbows; these are stored in the Armoury and used to produce Archers or Crossbowmen.

Notes

Because Archers are the cheapest and most effective way to defend your Castle, begin bow production early by building a couple of Fletcher's Workshops near the Stockpile and Armory. Like the Blacksmith's Workshop, click on the structure to access its panel and select whether bows or crossbows are produced. Bows and crossbows require wood, so build at least one extra Saw Pit.

Iron Mine

Cost: 20 wood

Peasant Labor: 2

Produces: Iron



Miners in this building extract iron from the ground. Iron is used to forge maces, swords, and metal armor, and is also needed to build an Oil Smelter. The Iron Mine needs a Ox Tether to transport the finished iron.

Notes

You must build Iron Mines on iron deposits—the rust-colored piles of rocks. Because these deposits are far from your Stockpile, build multiple Ox Tethers to establish a steady supply of iron. This is important if you're producing large quantities of plate armor and metal weapons. The rarity of iron may make your mines worth defending. Build a Tower nearby and man it with Archers or Crossbowmen. A military presence is also necessary to keep the workers safe from bears or wolves.

Market

Cost: None

Peasant Labor: N/A

Produces: Gold



This building allows you to buy and sell commodities.

Notes

The Market costs nothing, so build one at the earliest opportunity. It doesn't matter where the Market is placed, either, so avoid building it in areas where other farms or structures would be more beneficial. If you're running low on supplies like wood or stone, it may be necessary to buy some from the Market. You can also buy weapons and armor to fill your Armoury, facilitating the ability to recruit more troops. Not all goods can be bought from the Market, so make note of its limitations at every game's start. You can make a good profit at the Market by selling any surplus goods. You can sell anything you produce.

Ox Tether

Cost: 5 wood

Peasant Labor: 1

Produces: N/A



Oxen carry stone from your Quarries or iron from your mines to the Stockpile. Placed nearby, they automatically collect resources and transport them to your Stockpile.

Notes

Build at least one Ox Tether for each Iron Mine and Stone Quarry. If stone and iron deposits are far from your Stockpile, place more Ox Tethers to ensure a steady supply.

Pitch Rig

Cost: 20 wood

Peasant Labor: 1

Produces: Pitch

These can be placed in swampland to extract flammable oil. Use the pitch to defend your Castle.

Notes

Pitch is required to construct Pitch Ditches. All pitch must be carried by hand from the source to the Stockpile. Take this into consideration when placing your Pitch Rigs.



Poleturner's Workshop

Cost: 10 wood, 100 gold

Peasant Labor: 1

Produces: Spears, Pikes

Your Poleturner creates spears and pikes here from the wood in your Stockpile.

Notes

The Poleturner's Workshop is responsible for crafting weapons for Spearmen and Pikemen. Like any weapons-producing workshop, make sure it has easy access to both the Stockpile and Armoury.



Saw Pit

Cost: 3 wood

Peasant Labor: 1

Produces: Wood



Your Woodcutter works from here, cutting down trees, sawing them into planks, and delivering them to the Stockpile by horse-drawn cart. Wood is required in the construction of the majority of buildings.

Notes

Almost every structure you build at the start of a game requires wood. For this reason, place at least two Saw Pits near the closest forest or clump of trees within reasonable distance of your Stockpile. Each Saw Pit generates 20 wood per trip.

Sheep Farm

Cost: 20 wood

Peasant Labor: 1

Produces: Wool

The Shepherd tends the flock and shears the sheep. He collects wool from the sheared sheep and takes it to the Stockpile for the Weaver.

Notes

You only need cloth to produce dresses for dances. In most instances, you can purchase cloth from the Market. So unless you have a surplus of land and idle Peasants, don't build Sheep Farms.



Stone Quarry

Cost: 20 wood

Peasant Labor: 3

Produces: Stone



Miners extract stone from the earth here. Oxen then deliver the stone to the Stockpile. You can use the stone in the construction of your Castle buildings, walls, and towers.

Notes

You must construct Stone Quarries on the gray stone deposits scattered around the map. Build at least one Ox Tether next to each Stone Quarry to transport the stone to the Stockpile. Because each stone structure requires stone, build a Stone Quarry.

Tanner's Workshop

Cost: 10 wood, 100 gold

Peasant Labor: 1

Produces: Leather Armor

The Tanner uses the hides from cows to make leather armor.

Notes

Build Tanner's Workshops somewhere within close proximity to a Dairy Farm and the Armoury. Each Tanner creates three sets of leather armor from each cow hide, then carries them to the Armoury. Leather armor is necessary to recruit Crossbowmen and Macemen.



Weaver's Workshop

Cost: 10 wood

Peasant Labor: 1

Produces: Cloth

The Weaver takes wool from the Stockpile and turns it into cloth. The Lady uses cloth to make dresses.

Notes

Like the Sheep Farm, the Weaver's Workshop is a waste of space and labor, especially if you can purchase cloth from the Market. Avoid this industry unless you're hoping to produce cloth for profit.



Castle Services

Apothecary

Cost: 20 wood, 200 gold

Peasant Labor: 1

A Healer works at the Apothecary, who can disperse the clouds of disease that appear over gong piles, and heal the injuries suffered by your Lord in battle.

Notes

If injured, your Lord will automatically walk to the Apothecary for treatment unless you order him to move elsewhere. When not in the Apothecary, the Healer will wander around the Estate, gathering herbs and treating gong piles. A treated gong pile will temporarily halt producing



its diseased cloud. But if not removed by a Gong Farmer, the gong pile will spread disease again.

Courthouse

Cost: 25 stone

Peasant Labor: 1

The Courthouse consists of two areas—the Dungeon, where the guards lock up criminals until their trials, and the Courthouse, where your Lord decides the criminals' fates. The criminals are then sent to the appropriate punishment device to suffer their sentences!

Notes

The Courthouse must be accompanied by at least one form of punishment. Otherwise the convicts will hang in the Dungeon forever. The judge can administer lenient punishments like the Stocks, Mask, and Gibbet. Anything more severe requires a Torturer from a Torturers Guild.



Falconer's Post

Cost: 20 wood

Peasant Labor: 1

The Falconer uses his many years of training to direct his trusty falcon to catch rats. Without this form of pest control, rats would soon overrun your Castle, which would make you unpopular. Rats also spread disease around the Castle.



Notes

You cannot prevent the appearance of rats in your Castle, but you can manage it by placing Falconer's Posts. Every time a Peasant sees a rat swarm, you'll lose one Popularity point. Therefore, position Falconer's Posts where most of your Peasants are, particularly around the Granary and Stockpile. They can also be effective at chokepoints like bridges, often exterminating rats before they spread elsewhere.

Gong Pit

Cost: 20 wood

Peasant Labor: 1

Your Gong Farmer has the unfortunate job of cleaning up the gong left behind by your Peasants and animals; lucky he lost his sense of smell long ago! Removing the gong improves the mood around your Castle and helps prevent disease-spreading amongst your people.



Notes

Gong piles appear in high-traffic areas, mostly near the Granary and Stockpile. When you have enough wood, place a Gong Pit near each of these structures. As the population grows, add more Gong Pits as needed. If gong piles aren't removed quickly, they produce a cloud of disease, potentially killing any Peasants who walk by. Plus, they erode your Popularity by one point for each time a Peasant encounters one of these stinking piles.

Tip

Falconers and Gong Farmers have a high likelihood of turning to crime. If they're caught and sent to the Courthouse for punishment, their jobs will not be taken care of, leading to a potential dip in Popularity as rats and gong piles appear. Instead of waiting for them to rehabilitate, delete their place of employment and build a new one in its place. This is one way to hand the job to another Peasant. The other is to use capital punishments like the Gallows or Executioner's Block. These eliminate the criminal, allowing another Peasant to take his old job.

Guard Post

Cost: 20 wood

Peasant Labor: 1



This is where the Guards keep a lookout for any criminals in the Castle. After they spot a criminal, they will apprehend him and take him to the Dungeon.

Notes

Guard Posts are your first line of defense against crime. Place one next to the Granary, because most criminals want more to eat. You should also build a Guard Post near large concentrations of Hovels—this is where criminals start their crime sprees. After a criminal is spotted, the Guard chases him down and escorts him to the Dungeon.

Torturer's Guild

Cost: 10 wood, 100 gold

Peasant Labor: 2



This is where the Torturers live. They carry out the punishments on criminals. Some punishments do not require their services; some punishments require one Torturer, and capital punishments need two Torturers to operate.

Notes

Build a Torturer's Guild next to the Courthouse. After the judge convicts a criminal, the Torturer takes over, administering the first available punishment closest to the Courthouse door.

Water Pot

Cost: 60 wood

Peasant Labor: 3



The Well Boy carries water from the Well to a Water Pot, making water readily available around the Castle in case of fire.

Notes

Water Pots offer a great way to expand fire protection without permanently drawing from the labor force. A Well Boy must first fill the pot. If a fire breaks out, a maximum of three idle Peasants will man the Water Pot, carrying buckets of water to the fire till it's extinguished. Place at least one Well and Water Pot within the walls of

your Castle to halt the spread of fires during sieges.

Well

Cost: 20 wood

Peasant Labor: 1



Water is drawn from wells to put out fires in the Castle.

Notes

Wells are the only source of water, and thus the only way to put out fires. When a fire breaks out, the Well Boy douses it with a bucket of water. One bucket of water is sufficient to put out one fire. After the bucket is empty, the Well Boy must run to the Well and fill it before returning to his fire fighting duties. Build at least one Well in your Estate, especially if structures are built closely together—fire spreads wildly in cramped spaces.

Punishments

Punishments are used to punish criminals who have been captured and placed in the Dungeon. The criminal is then tried by a Judge in the Courthouse, after which his punishment is administered. These are the punishments available in order of severity:

Stocks

Cost: 10 wood, 5 gold

Punishment Severity:

Lenient

Punishment Time: 20 Months

Operator: Judge or Torturer



Publicly humiliate the criminal by placing him in the Stocks. The cheapest, most lenient punishment, but it takes a long time before the criminal is turned back into a Peasant.

Mask

Cost: 10 wood, 10 gold

Punishment Severity:

Lenient

Punishment Time: 12 Months

Operator: Judge or Torturer

Force the criminal to wear a donkey mask, to the public's amusement.

Gibbet

Cost: 10 wood, 20 gold

Punishment Severity:

Lenient

Punishment Time: 14 Months

Operator: Judge or Torturer

Suspend the criminal in a cage for a long time.

Torture Wheel

Cost: 10 wood, 50 gold

Punishment Severity:

Mild

Punishment Time: 3 Months

Operator: Torturer

Strap the criminal in and spin him round and round.

Flogging Post

Cost: 10 wood, 80 gold

Punishment Severity:

Harsh

Punishment Time: 3 Months

Operator: Torturer

Faster to operate than the wheel, but more painful. You also need a Torturer for this to work effectively, as the sentenced convict will hardly want to whip himself.

Burning Chair

Cost: 10 wood, 150 gold

Punishment Severity:

Extreme

Punishment Time: 3 Months

Operator: Torturer

Leave a mark that will make him think twice the next time. You need a Torturer to bring the fire brand up to the regulation temperature.

Rack

Cost: 10 wood, 120 gold

Punishment Severity:

Sadistic

Punishment Time: 1 Month

Operator: Torturer

Teach the criminals a lesson by stretching them a lot! Only a Torturer can operate this delicate machinery.

Burning Post

Cost: 200 wood

Punishment Severity:

Capital

Punishment Time: 1 Month

Operator: Torturer

Not a quick or pleasant death, but quicker than the non-capital punishments at replacing your Peasant.

Gallows

Cost: 10 wood, 300 gold

Punishment Severity:

Capital

Punishment Time: Fast

Operator: Torturer

String them up! Again a Torturer is needed for this to work.

Executioner's Block

Cost: 10 wood, 250 gold

Punishment Severity:

Capital

Punishment Time:

Instantaneous

Operator: Torturer

Off with his head! The quickest and (if the axe is sharp) most humane death a convict can have. A Torturer must preside over the execution.

Tip

If you have a high Popularity, use capital punishments to dispose of criminals. New Peasants will fill their place.



Units



Conquering new Estates relies on your ability to recruit and deploy the right troops at the right time. There are numerous units available to you, each with unique specialties and characteristics. In this section, we look at every unit in the game, offering recommendations and gameplay hints for each.

Barracks Units

These units are recruited from the idle Peasants gathered in front of your Keep. With the exception of the Armed Peasant, all troops recruited at the Barracks must be equipped with weapons and armor from the Armoury. As a result, a weapon's manufacturing industry should be in place to support a growing army.

Archers

Cost: 12 gold, 2 Honor

Required Weapon: Bow

Armor: None

Speed: Fast

Shot Range: Long range

Hand-to-Hand Combat: Poor

Effective Against: Units with no armor

These are your standard long-range troops. Their lack of armor makes them one of the quickest units in the game, but in hand-to-hand combat, Archers are useless. They have a long firing range and are effective against units that don't wear any armor; units with metal armor present more of a challenge to them.

Notes

Archers are the key to defending your Castle. Position them in Towers where they receive the best advantage. Also use them during your attacks and to protect your siege engines. Rush Archers up onto enemies' walls where they can support the rest of your troops.



Armed Peasant

Cost: 5 gold

Required Weapon: None

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Poor

Effective Against: Rabbits

Your Peasants can now rise up against the enemy, armed with a pitchfork; unfortunately, they have had no military training and are weak. Good for finding where the enemy has placed tricks and traps.



Notes

Only recruit Armed Peasants if you need a military unit and have no weapons. They are also good for harassing the enemy at a mission's beginning. Send them to attack Granaries and other structures to slow down your enemies' progress.

Crossbowmen

Cost: 20 gold, 2 Honor

Required Resources: Crossbow,
Leather armor

Armor: Medium

Speed: Medium

Shot Range: Medium

Hand-to-Hand Combat: Poor

Effective Against: Units with metal armor



These units are slower to move and reload and have a shorter range than Archers. They are, however, accurate, and their deadly bolts can penetrate metal armor, making them excellent medium-range missile troops.

Notes

If you face a lot of heavy infantry, such as Pikemen and Spearmen, put Crossbowmen in your Towers and on your Keep to help defend your Lord.

Knights

Cost: 100 gold, 25 Honor

Required Weapons: Sword, Plate Armor

Armor: Metal

Speed: Slow on foot, fast on horse

Shot Range: N/A

Hand-to-Hand Combat: Excellent

Effective Against: All units

Knights are special troops, and in a fight they are comparable to a Lord. They are strong and can kill a Swordsman.



Notes

While they are powerful, unless on horseback, Knights are slow. Send them riding out to attack siege engines and other hit and run attacks.

Macemen

Cost: 20 gold, 1 Honor

Required Resources: Mace,
Leather Armor

Armor: Light

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Good

Effective Against: Lightly armored units

These thuggish brutes are quick and deal out a lot of damage, making them ideal assault troops. They are not heavily armored, however, and are susceptible to missile fire.



Notes

Macemen are good for scaling walls and taking out the defending Archers. They are fast and can get in close to Archers without taking a lot of damage from arrows. However, don't use them against other melee troops except Armed Peasants or they will get killed.

Pikemen

Cost: 20 gold, 2 Honor

Required Resources: Pike, plate armor

Armor: Metal

Speed: Medium

Shot Range: N/A

Hand-to-Hand Combat: Good defense,
poor offense

Effective Against: Armored units

Their heavy pike and metal armor make Pikemen slow to move, but also make them the ultimate defensive unit. They are able to take damage and are ideal for blocking access to areas of the Castle. Pikemen are ideal for digging moats while under fire.



Notes

These troops are best used for defending. While not as fast as Spearmen, they have more power for attacking and better defense.

Spearmen

Cost: 8 gold

Required Weapon: Spear

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Poor

Effective Against: Weak units

These are one of the first melee troops you have access to and are cheap to produce. Having no armor makes them quicker than most troops and they prove useful for pushing ladders off of walls and digging moats.



Notes

Relatively cheap, Spearmen are fine for attacking weak enemies and fast enough to patrol your Castle's walls, knocking down enemy ladders.

Swordsmen

Cost: 40 gold, 8 Honor

Required Weapons: Sword, Metal Armor

Armor: Metal

Speed: Slow

Shot Range: N/A

Hand-to-Hand Combat: Excellent

Effective Against: All units apart from Knights

These are elite men at arms. Their heavy armor makes them slow, but when they reach their target, they prove devastating. They have both great offensive and defensive capabilities.



Notes

These are one of your best melee troops. Use these in groups of 15 or more for attacking enemy Lords in their Keeps. Their armor can withstand enemy Archer fire long enough to kill the Lord.

Mercenary Post Units

Mercenaries are expensive, but you don't need to arm them—they enter service with their own equipment. Plus, they aren't drawn from your pool of idle Peasants the way standard troops and Monks are.

Assassins

Cost: 60 gold, 20 Honor

Required Weapons: N/A

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Good



These units can use grappling hooks to climb up enemy walls and are invisible to the enemy at medium to long distances. Great for special missions such as capturing an enemy Gatehouse.

Notes

Use Assassins to quickly sneak into enemy Castles and cause trouble. In groups, they are great for taking out Archers and other light defenders on enemy walls.

Axe Thrower

Cost: 100 gold

Required Weapons: N/A

Armor: None

Speed: Fast

Shot Range: Short

Hand-to-Hand Combat: Poor

The Viking Axe Thrower has a limitless supply of axes to throw. He has only a short range but inflicts grievous wounds on his enemy.



Notes

Don't use these troops against Archers because they will get shot up before they can throw their first axe. However, they are effective against light melee troops. Do not let them become engaged.

Berserker

Cost: 80 gold

Required Weapons: N/A

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Excellent

These strong warriors enjoy battle and swing powerful axes. Vulnerable to missile troops, they have the biggest charge bonus in the game and their first contact with an enemy is devastating.



Notes

Berserkers are not only effective at attacking enemy units, but their large battle axes will also tear down Wooden Walls.

Horse Archers

Cost: 80 gold, 2 Honor

Required Weapons: N/A

Armor: Poor

Speed: Fast

Shot Range: Long

Hand-to-Hand Combat: Poor



These fast-moving mounted Archers are a thorn in the European soldiers' sides. Their ability to fire while on the move allows them to run circles around the opposition.

Notes

Horse Archers have the longest attack range of the mercenary units, and their speed allows them to quickly cover territory. Use them for quick raids against enemies. However, when the enemy sends troops to attack, ride away to fight another day.

Light Calvary (Hobelar)

Cost: 40 gold, 2 Honor

Required Weapons: N/A

Armor: Medium

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Medium



Born into the saddle, he is a skilled rider! With reasonable armor, he attacks with his long spear. The fastest unit in the game, the Hobelar is an expert at running down siege equipment and missile infantry.

Notes

Combined with Horse Archers, you can have a quick attack force that can move in, cause damage, then move to attack somewhere else.

Outlaw

Cost: 60 gold

Required Weapons: N/A

Armor: Light

Speed: Fast

Shot Range: Medium

Hand-to-Hand Combat: Poor



The Outlaw is armed with a sword and a javelin, which he will throw at his foe before closing to do battle. Once thrown, it takes a short 'recharge' time before he can throw it again.

Notes

Their ability to hide in the trees allows them to ambush enemy units. Outlaws' spear attacks gives them a quick, damaging attack. After they throw, move them away or Archers or medium to heavy melee troops will kill them.

Pictish Boat Warrior

Cost: 40 gold

Required Weapons: N/A

Armor: None

Speed: Medium

Shot Range: N/A

Hand-to-Hand Combat: Poor



This is a unique unit who can make his way across water using his own boat (or coracle) that he carries on his back. These wild men are excellent for surprise attacks to the back of an area that was previously thought secure.

Notes

While their combat strength is not impressive, their ability to travel by water lets them get to places where other units cannot. Sneak them in behind enemy lines to attack Peasants and structures. Just don't expect them to fight regular troops.

Thief

Cost: 10 gold, 50 Honor

Required Weapons: N/A

Armor: Light

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Good

Other Uses: Stealing from the enemy

The Thief prefers to remain out of sight, but is armed with a dueling sword if needed. You can send the Thief to an enemy's Treasury, and he will appear to the enemy as one of his Farmers. Once there, he will steal gold from the enemy and transfer it to his masters. To attack a Thief, an enemy must click on him and press the 'uncover' button. Thieves can be spotted by guards and will show their true nature when they walk near them. You should also watch out for unusual activity from your Farmers!

Notes

Use the Thief in the Kingmaker and Multiplayer games. Send them into your enemies' Treasuries and get some more gold. Thieves are cost effective if carefully used.

Monastery Units

Like Mercenaries, Monks enter combat with their own weapons and armor, making them an attractive alternative if your Armoury is empty.

Fighting Monk

Cost: 25 gold, 1 Honor

Created From: Monastery

Required Weapons: N/A

Armor: None

Speed: Medium

Shot Range: N/A

Hand-to-Hand Combat: Medium



These are tough individuals. They are fast and fight with a quarterstaff. They are only deficient in their lack of armor.

Notes

While not the greatest fighters, they don't require you to produce or buy a weapon to arm them. They are better than an Armed Peasant.

Warrior Monk

Cost: 1 gold, 10 Honor

Created From: Monastery

Required Weapons: N/A

Armor: Medium

Speed: Medium

Shot Range: N/A

Hand-to-Hand Combat: Medium

These mysterious Monks train in secret to defend their religion. They are armored and well trained at fighting with a sword and shield.

Notes

Warrior Monks are a good deal because they act similar to a Swordsman, but you don't have to provide the equipment.

Engineer's Guild Units

The Engineer's Guild is required to build siege engines, and Engineers are needed to man them. Recruit these units in preparation for attacks on your opponent's Castle.

Engineers

Cost: 30 gold

Required Weapons: N/A

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: N/A

Effective Against: None



These are the most versatile and useful units in the game. They are required to build and man your siege equipment in and out of the Castle. These units are trained in the Engineer's Guild.

Notes

Engineers are automatically included with siege engines. However, you can also build them individually for dropping pots of oil. Position them along walls and Gatehouses.

Laddermen

Cost: 4 gold

Required Weapons: N/A

Armor: None

Speed: Fast

Shot Range: N/A

Hand-to-Hand Combat: Poor

Effective Against: None

If you can't bring a wall down, these units will allow you to go over the top. Laddermen are cheap to produce, but vulnerable, so quickly deploy them. After a Ladderman places his ladder, he can return to a Siege Camp and get another one.

Notes

While these units are poor at fighting, they are invaluable during an attack on an enemy Castle. Even if you have siege engines, Laddermen allow your troops a quick way up onto the enemy walls so you can engage the defending Archers and other troops. Recruit Laddermen at both the Engineer's Guild and the Siege Camp.



Siege Engines

You can build siege engines at Siege Camps, and you can even build a couple at Engineer's Guilds. Use these massive weapons to attack Castle walls, allowing your troops to gain entry.

Battering Ram

Cost: 150 gold

Created At: Siege Camp



Battering Rams are slow, but can take a lot of damage and are the best weapon for smashing through an enemy Gatehouse. Each Battering Ram requires four Engineers to man it before it becomes operational.

Notes

In addition to breaking through Castle gates, the Battering Ram also serves as a distraction, causing enemy Archers to focus on it rather than Catapults or your troops.

Burning Cart

Cost: 100 gold

Created At: Siege Camp



A cart filled with dry hay and pitch. This is pushed along by two Engineers who light the hay and push it into enemy buildings or troops, setting the target on fire and causing havoc.

Notes

When going up against Wooden-Walled Castles, send burning carts in to set fire to the walls. These are also great for rushing into a Castle through breaches to wreak havoc on the structures and people within.

Cat

Cost: 100 gold

Created At: Siege Camp



The Cat is a great way to protect large numbers of troops from arrows and bolts. Each Cat requires four Engineers to operate. They are useful for protection of troops that are filling in an enemy's moat, for example.

Notes

If you have to fill in a moat or protect a Tunnel Entrance, a Cat is the way to do it. You can even move troops up to the edge of a wall where the Archers will have a tough time hitting them. The Cat takes all of the damage, leaving your troops fresh and ready to storm the walls.

Catapult

Cost: 200 gold

Created At: Engineer's Guild
or Siege Camp



These siege machines allow you to demolish enemy structures from a distance. Catapults are mobile, accurate, have a medium range, and do a medium amount of damage. They fire with a low trajectory, so are good for precision attacks to take out enemy structures. Catapults can also fire diseased cattle into an enemy Castle to spread the plague. To do this, select the Fire Cow button from the Catapult menu, then select a target. Each Catapult requires two Engineers to man it before it becomes operational.

Notes

This is your main engine for breaking down enemy walls. However, these are vulnerable to attack by melee troops and Archers on walls or Towers which have a longer range. When firing on a defended wall, target areas with Archers first, then break down the wall after the Archers have been cleared.

Fire Ballista

Cost: 150 gold

Created At: Engineer's Guild
or Siege Camp



Fire Ballistae are accurate and superb against enemy units. The flaming bolts they fire are also devastating to the enemy's wooden buildings,

which can be set alight. They do no damage to stone structures.

Notes

Unless you are going up against Castles with Wooden Walls, skip this engine. It is slow-firing and vulnerable to attack, while only inflicting a limited area of damage.

Mantlet

Cost: 10 gold

Created At: Siege Camp



A Mantlet is good for protecting your infantry from volleys of arrows and bolts, but is weak against infantry attacks. It absorbs any missile fire within a short radius of itself. Each Mantlet requires one Engineer to man it before it becomes operational.

Notes

Think of this as a small Cat. Because it only protects a small group, you will either need lots of these or opt for the larger Cat.

Siege Towers

Cost: 150 gold (small), 250 gold (large)

Created At: Siege Camp



You can choose to build either a large or small Siege Tower, both of which allow troops to be based on top of them while the Siege Tower is being moved by the Oxen underneath it. After it is close enough, the Tower docks and a gangplank drop onto the enemies' wall. Units will then be able to climb up through the Siege Tower onto enemy walls. Each Siege Tower requires four Engineers to man before it becomes operational. The large Siege Tower can also have missile troops stationed on its upper level, giving them better range and protection.

Notes

While Siege Towers can provide your Archers an elevated position from which to fire on the defenders, it moves slowly. You are better off with several fast Laddermen which can get the ladders in several places rather than just one.

Trebuchet

Cost: 200 gold

Created At: Siege Camp



Trebuchets are awesome siege machines for knocking down Castle structures.

Trebuchets are packed away until they are moved into position, and once built, these huge machines

stay in a fixed position. They lack the accuracy of Catapults, but have a long range and do a large amount of damage when they hit enemy structures. Trebuchets fire with a high arc, so are ideal for firing over Castle walls. As with Catapults, you can fire diseased Cattle into enemy Castles to spread pestilence. Each Trebuchet requires three Engineers to man before it becomes operational.

Notes

Use Trebuchets to attack areas within an enemy's Castle rather than just the walls. Make sure you have a Trebuchet in the right spot when you deploy it because you cannot move it again after you set it up to fire.





The Sim Campaign



Running a Castle is more complex than building armies and sending them to battle. All successful Lords must first understand the basics of managing the economies of their estates. Establishing a happy and productive Peasant class is the core of any successful kingdom. This is the main focus of the Sim Campaign. While working your way through these missions, you'll learn the basics of food production and raising Honor. Along the way, you'll also dabble in light military affairs requiring you to produce weapons and recruit troops.

With each success, the King will grant you new estates to manage, presenting new challenges and opportunities. So what are you waiting for? Your Peasants are hungry!

Tip

Complete the Sim Campaign before starting the Lost King Campaign. The concepts learned here will help you later.



Mission 1: The Warning Beacon

Briefing

Your first task will be to build a Warning Beacon to help prevent any further shipwrecks. I am assigning Tom Simpkins to you, my trusted scribe. He will help you on your way.

Walkthrough

Despite the threat to ships passing the rocky coastline of your estate, there is no time limit on this mission. Therefore, don't worry about the Warning Beacon till you start producing food for your Peasants. If they

become hungry, your Popularity will drop and the Peasants will leave. Build your Granary in the flat open area west of the Keep. Build a couple of Apple Farms near the Granary. Place the Apple Farms close together to conserve land—you'll need to place more Farms in this same confined space as the campaign commences.



Objectives

- Build Beacon
- Acquire 30 apples

Failures

- Your Lord dies.

Hints and Tips

- Place at least four Apple Farms near the Granary.
- Place some Saw Pits down by the trees outside the Castle wall.
- Your space in the Castle is limited; use the available land wisely.
- Do not place too many Hovels. It will be hard to feed a large population and Stockpile apples at the same time.
- If your Popularity is high, you can set Granary rations to half to Stockpile more apples.
- You can cut down the bushes using your Saw Pits and use them for wood, too.

Recommended Peasants: 8
Recommended Military: N/A



Constructing the Beacon and additional Farms requires more

wood. Build a couple of Saw Pits outside the north Castle wall. At the mission's start, two Monks are automatically assigned to build the Warning Beacon—all you have to do is provide the wood. After a steady supply of wood trickles in, the Beacon will quickly rise. As the stacks of wood at your Stockpile grow, build two more Apple Farms to the west. Four Apple Farms is more than sufficient to acquire the 30 apples required.

Mission 2: Feast for Honor

Briefing

The season of knighting is fast approaching. I would like to knight you, but first you must learn to live like a Lord. Tom Simpkins will teach you all that you need to know.

Walkthrough

The quickest way to attain Honor is by holding lavish feasts for other nobles. However, Lords and Ladies will not feast on the apples piling up in your Granary. Before holding a feast you'll need to construct a few new Farms capable of producing food fit for nobles. Build a couple of Vegetable Gardens near your Apple Farms. In the space remaining, place two Pig Farms. Build a Lord's Kitchen near the Keep. The Lord's Kitchen is where royal foods are stored and prepared for feasts.



Peek inside the Lord's Kitchen to inspect the number of vegetables and pigs stored on the second floor.

By now you're probably running low on labor, so build a Hovel near the Warning Beacon to increase your Peasant cap to 16. The first new Peasants will fill vacancies in your new Farms and

kitchen, but you still need to put the Peasants that

follow to work. Diversify your Peasant food stores in the Granary by building two or three Hunter Posts to the north, outside the Castle wall. Eating a mix of apples and meat not only keeps the Peasants happy, but it also increases your Honor by one per month. You can put any remaining Peasants to work at additional Saw Pits.

Feasts are held at regular intervals, assuming enough vegetables and pigs are accumulated in the Lord's Kitchen. Click on the Keep to see when the next feast will take place. You can find more details by clicking on the Kitchen, where the number of guests and an estimate of Honor is listed. As a feast begins, the nobles take their seats at a table in the Keep, and Pages carry in the food from the Lord's Kitchen. Honor is attained at the feast's end and is indicated by a green number

Objectives

- Acquire 50 Honor
- Acquire 10 pigs
- Acquire 10 vegetables

Failures

- Your Lord dies.

Hints and Tips

- Feasts bring you a lot of Honor. Place a kitchen early on and then start to fill it with pigs and vegetables.
- Place Hunter Posts as well as Apple Farms. Feeding your Peasants multiple food types will bring in a small but constant amount of Honor.
- Remember, placing a Hovel will increase the number of Peasants available to work in your Castle.
- Clicking on the Keep will tell you how many months you have left until the next feast.

Recommended Peasants: 16
Recommended Military: N/A

and crown icon ascending from the Keep. In this mission, each feast held rewards you with 20–30 Honor, so you need to throw at least two feasts to meet the objective requirement.



Feasts may cut into your supplies of pigs and vegetables, potentially preventing you from meeting the remaining objectives. If this is the case, click on the Lord's Kitchen and locate the Food icons at the screen's bottom. The green check marks next to each Food icon indicate foods prepared for feasts. Click on the Vegetable and/or Pig icons to halt their preparation for feasts (this is represented by a red "X"). This allows their quantities to grow until you have 10 of each.

Mission 3: Harbury Keep

Briefing

Now that you are a Knight, I am giving you a second estate to control. You will find a ruined Castle there. I wish you to restore it to its former glory and move in as soon as you can.

Objectives

- Rebuild ruined Keep

Failures

- Your Lord dies.
- Time until defeat: 68 months

Hints and Tips

- Fire is a problem here; do not underestimate the number of Wells you need in this mission!
- Ensure that each area of the estate is covered by at least one well to prevent a fire catching hold and spreading.

- Place Quarries and Ox Tethers as soon as you can. The sooner you get stone to the waiting Monks, the sooner they can start building.
- Assign the Carter Post to deliver stone to the ruined Keep in your new estate.
- Place the Carter Post close to the estate you are delivering to. This will shorten the journey time.
- Use more than one Carter Post to speed up the transportation of stone.

Recommended Peasants: 24
Recommended Military: N/A

Walkthrough



Fires can turn your small estate into piles of ashes within a matter of seconds. Place several Wells (particularly near your Farms) to prevent such destruction.

Harbury, your new estate, is north of Slaughterford. The ruined stone Keep must be reconstructed before you can move in. Before beginning that project, take steps to safeguard your current progress. During the mission, several fires will break out, and if you don't put them out fast, they'll spread, possibly demolishing your Farms and other wooden structures. Place at least two Wells near your Farms. A Peasant must man each Well. Increase your Peasant cap to 24 by building another Hovel. Attain extra labor by shutting down production at your Pig Farms and Vegetable Gardens—you don't need to throw more feasts at the moment. If extra wood is available, build another Well outside the Castle wall near your Saw Pits and Hunter Posts.

Caution

Fire spreads quickly, particularly when structures are built in tight clusters.

After you provide adequate fire protection in Slaughterford, reconstruct the Keep in Harbury. Locate the large stone pile along the north border and build two Stone Quarries. Next to each Stone Quarry, build an Ox Tether to facilitate the transportation of stone to your Stockpile. Place another Well near the Stone Quarries to protect them from fire. It takes a few months for the stone production to kick into full swing, so hold back, manage your Peasants, and place new Wells if needed.

Tip

You don't have to place Carter Posts near a Stockpile, Granary, Lord's Kitchen, or Armoury. Instead, you can place them anywhere on the estate and still have access to all stores. Therefore, place Carter Posts on borders to cut down on travel time.

As stone appears in your Stockpile, construct a Carter Post near the Slaughterford/Harbury border, not far from your Stone Quarries. The Carter Post allows you to transport goods from one estate to another. Once built, click the Carter Post and locate the four square buttons (running vertically) at the screen's bottom. Click on the button with the stack of wood icon. Click on the stone icon. This sets stone as the resource queued for transport. Click the "Continuous" button on the right,



Two Stone Quarries, two Ox Tethers, two Carter Posts, and one Well ensure the quick reconstruction of the Keep in Harbury—make sure you have enough labor to man this new operation.

indicating repeated transportation of the set resource. Finally, click on the estate where you want the stone to be sent, in this case Harbury. Assuming the Carter Post is manned by a Peasant and there is enough stone in your Stockpile, a horse and cart will set out for the Stockpile in Harbury. To increase the flow of stone, build a second Carter Post near the border. As the stone arrives at the Harbury Stockpile, the Monks will begin reconstructing the stone Keep. By maintaining a steady flow of stone, they can construct the Keep in a few months.



The Monks are quick at rebuilding the Keep in Harbury as long as they have a constant supply of stone.

Mission 4: Wolf Hunt

Briefing

The estate to the north used to be a thriving weaving community, but wolves have recently overwhelmed it. The Lord of this estate, Sir William, has gone on a crusade. In his absence, I charge you to set this estate to rights. I have assigned Constable John Briggs to advise you in military matters.

Objectives

- Recruit 20 Archers
- No wolves left on the map

Failures

- Your Lord dies.

Hints and Tips

- You now have two routes to raise the gold you need to train Archers: the Treasury and the Market.
- Selling wood is a good way to raise gold in this mission.

- Armed Peasants are weak but cheap; a large group of them can accomplish a lot.
- Station troops next to the bridge to stop Outlaws from gaining access and destroying your buildings.
- Position your Armoury and Fletchers near your Stockpile to speed up weapon production.

Recommended Peasants: 16

Recommended Military: 25 Archers, 10 Spearmen

Walkthrough

Your new Keep at Harbury is ready for your residency, but the estate must first cope with a couple of threats. Wolves have infested the estate of Wintertop and must be eradicated. Some of these wolves have moved into Harbury, as well. A more serious threat comes from bandits attacking from the eastern estate of Boorswell. To defeat these threats, you must raise a large force of Archers.

When the mission begins, build a couple of Saw Pits near the forest by the Stockpile. Wood is needed to construct more Farms and bows for the Archers. Build two Hunter Posts near the existing Granary and Apple Farm. Use the remaining wood in the Stockpile to build a Well, placing it in a central position where it can service as many structures as possible.



Use your Lord and the Spearmen to make a stand at the bridge while your Archers fire down on the bandits from the Keep.

To help quell the threats from wolves and bandits, a group of 5 Archers and 10 Spearmen enter your estate from the east. Select the archers and place them on top of the Keep so they can cover the two bridges. Select your Lord and the 10 Spearmen, and position them near the bridge leading into Boorswell. Not long after the reinforcements arrive, a large group of bandits (in green) cross the eastern bridge. The Archers on the Keep will engage the attackers first, taking many of them out before they cross the bridge. Use the Spearmen and your Lord to keep the bandits from pushing deeper into Harbury. Most of the Spearmen will fall during this attack, but your Lord will emerge with barely a scratch.

Take this attack as a warning—it's time to recruit more Archers! Build at least two Fletcher's Workshops near the Stockpile. Augment your labor force by building an extra Hovel. However, more Peasants mean more mouths to feed. Consider building an extra Apple Farm or Hunter Post to offset the influx of new peasants. An extra Saw Pit might come in handy, too. As the Fletchers finish their bows, they'll need somewhere to put them. Build an Armoury near the Fletcher's Workshops. Building the Armoury uses up your stone, making it impossible to build a Barracks. Instead of building Stone Quarries, build a Market and sell surplus wood (or crops) and buy the stone (10) needed to build a



Build your Fletcher's Workshops and Armoury near the Stockpile. This cuts down on the transit time as the Fletchers move between structures.

Barracks. By the time you have a Barracks in place, there should be several bows waiting in the Armory allowing you to recruit Archers. Recruit five Archers and move them to the roof, joining the other five Archers already in position. These 10 Archers on the Keep provide enough firepower to defeat future bandit attacks.

Tip

If you're running low on gold, go to the Market and sell some surplus resources. This is preferable to building a Treasury and taxing the Peasants.



A large group of Archers can dispatch the wolf packs in Harbury and Wintertop.

As more bows are manufactured, recruit more Archers till you have a force of 15. Use these Archers to defeat the wolves terrorizing Wintertop. Draw a box around the Archers and move them along the road heading west. Watch for packs of wolves along the road and engage them from a distance. Attacking one wolf will cause the whole pack to charge. Fortunately, the massive volley of arrows fired by the Archers will annihilate the attacking wolves before they can inflict too much damage. Dispatch the wolf packs on the road and inside the settlement at Wintertop to complete the mission objectives.

Mission 5: Aid for Sir William

Briefing

It would appear that something has delayed Sir William on his return from the Crusades, and his people are beginning to run low on food. Make sure you keep them well fed until he returns.

Objectives

- Time until victory: 24 Months

Failures

- Your Lord dies.
- No food in Granary

Hints and Tips

- Quickly place a Carter Post to deliver food to Sir William.
- Be sure to place your Carter Post as close to William's

Granary as possible, as you can shorten the journey.

- Select one type of food for delivery and turn eating it off in the Granary.
- Reduce your rations or turn off food completely so that you are gathering food and not eating it.
- Place a second Carter Post.
- Start Wheat Farming early.

Recommended Peasants: 16

Recommended Military: 25 Archers

Walkthrough

Sir William's northern Castle is running low on food while experiencing a population boom. You must boost the food production in Harbury and send surplus food to Sir William's Granary. Build at least one more Apple Farm near your Granary. Supplement it with three or four Hunter Posts. These new structures are adequate to support both Harbury and Sir William's estate. You need a Carter Post to transport the food to Sir William's Granary. Build one near the two bridges by the Keep. Send apples in your first shipment, then follow up with meat. One Carter Post and a couple of trips is enough to keep Sir William's people well fed.



While increasing food production, be watchful of the eastern bandit threats. Your Archers on the Keep are able to keep most attacks from crossing the bridge. There're also reports of bears in the area, but they don't stand a chance against your Archers. For added firepower, move your wolf-slaying Archers in Wintertop to Harbury. A large bandit attack will commence toward the mission's end. Make sure your Archers are in position to meet the threat at the eastern bridge.

Mission 6: Rats & Gong

Briefing

The marshy estate east of here has been left alone by the other lords, as there is little in the way of productive land there, but there is an abundance of disease-ridden rodents. This is your next task.

Walkthrough

This mission can be easy, but you must act quickly. When the mission begins, pause the game and inspect your wood supply. Building both Falconer's Posts and Gong Pits takes 20 wood each. If you don't



have the wood on hand, you don't have time to wait for your Saw Pits to produce it. Instead, go to your Market and buy wood—keep buying till you have at least 40 wood.



Placing a Falconer's Post near the Boorswell coastline will eliminate the bulk of the rat problem.

The rat infestation begins along the coastline in the Boorswell estate. You must build a couple of Falconer's Posts in this estate to prevent the rats

from spreading. Place the first Falconer's Post inside the Boorswell settlement, preferably near the campfire. This Falconer will exterminate most of the rats along the

coastline. For added protection, place a second Falconer's Post near the Harbury-Boorswell bridge to prevent the rats from infesting your other estates. If you have the wood, build a third Falconer's Post inside Harbury. If you need more labor, build another Hovel and another Saw Pit to increase wood production. Increasing the Peasant cap to 24 may also require more food production.

After the Falconer's Posts are placed, turn your attention to the unsightly piles of gong in Boorswell. If you don't want to wait for more wood to trickle in to your Stockpile, go to the Market and buy 40 more wood so you can begin placing Gong Pits. Build two Gong Pits in the Boorswell settlement, near the gong piles. Gong is also a lesser problem in Harbury. When you have enough wood, build a Gong Pit in Harbury.

Objectives

- No gong in your estates
- No rats in your estates

Failures

- Your Lord dies.
- Time until defeat: 24 Months

Hints and Tips

- Concentrate on the fortunes of your new estate.
- Increase your new estate's food levels by sending them food and placing some extra Apple Farms for them.
- Place Falconers and Gong Farmers for the new estate, the earlier the better.
- If your new estate runs out of labor, build them an extra Hovel.
- Be sure to space out your Gong Farmers and Falconers to make them more effective.

Recommended Peasants: 24

Recommended Military:

25 Archers



It's not the most glamorous job, but removing stinking piles of gong is necessary to maintain high Popularity.

While the Gong Farmers and Falconers are at work, take steps to improve the lives of the Boorswell Peasants. Build another Apple Farm and a couple of Hunter Posts. In the meantime, use the Carter Post in Harbury to send the Peasants meat—if you don't reassign the Carter Post, it will keep sending food to Sir William's Castle. Depending on how quickly you deal with the rats and gong, it may be necessary to move about 15 of your Archers into Boorswell to safeguard the Peasants from bandit attacks. After you remove all rats and gong from your estates, the mission ends.

Mission 7: Outlaw Camp

Briefing

Now you have cleaned up this territory, I want you to deal with those other rats, namely the Outlaws in the next estate. An old friend of mine, Sir Grey, tells me they have been extorting money from his people. You are to kill their leader, then destroy their camp.

Objectives

- Destroy Outlaw's camp

Failures

- Your Lord dies.

Hints and Tips

- To raise good-sized troops of Archers, you will need much Honor. Place a kitchen early.
- Boost your food production to allow double rations; this will increase your Honor.

- Make good use of the Market to buy and sell goods. This will allow you to supplement your weapons production.
- Use Armed Peasants and Spearmen to charge up to the Outlaw's Camp first; they will draw the Outlaw's fire.

Recommended Peasants: 24

Recommended Military: 50 Archers, 80 Armed Peasants, 20 Spearmen, 5 Swordsmen

Walkthrough

The Outlaw's Camp is in Sir Grey's estate of Whitle, north of Boorswell. The Outlaws have built a simple but effective fortress on a hilltop with only one avenue of approach covered by Archers and Crossbowmen. While a frontal assault is deadly, it's the only option to destroy the Camp. To show his gratitude for feeding his Peasants, Sir William has loaned five Swordsmen to help during the assault, but you'll need many more men before marching into battle.

Make sure you have four or five Peasants gathered near the Keep available for recruitment. At the Barracks, recruit Archers till you have at least 50 total. Leave about 10 Archers on the Keep in Harbury and move the rest into Boorswell along with the five Swordsmen. Position them near the border with Whitle and attack the Outlaws near the settlement's Stockpile. Clearing out these few outlaws allows Sir Grey's Peasants to rebuild. Place your Archers and Swordsmen at the base of the hill leading up to the Outlaw's Camp. Outlaws will attack occasionally, but your Archers will hold them back.



Sir William's Swordsmen are a huge asset. Keep them out of combat till the final assault.



Use the Assembly Point option at the Barracks so new recruits automatically report to Whitle.



Lead the assault with your Armed Peasants in an attempt to draw fire away from your Archers. The wall must be clear of enemy Archers and Crossbowmen before infiltrating the fortress.

In Harbury, continue recruiting. Crank out as many Armed Peasants as quickly as you can until 80 are ready to fight. Armed Peasants aren't great for combat, but they're cheap and can catch an arrow as well as any unit. Move the Armed Peasants to Whitle to join your Archers and Swordsmen. Next, buy about 20 spears at the Market and recruit Spearmen. The Spearmen are more proficient at combat and are useful in the final assault. As the Spearmen enter service, move them into Whitle to join your attack force.

You should conduct the assault on the Outlaw's Camp in two separate waves—your first task is to eliminate the Outlaw Archers and Crossbowmen on the wall. Position your Armed Peasants at the hill's base with your Archers just behind them. Order your Armed Peasants to charge up the hill toward the wall. Give the Archers the same order so they stay behind the Armed Peasants. The defenders will immediately open fire, killing several Armed Peasants, but your Archers should escape with few casualties. As your Archers approach the wall, move them onto the northern flat plateau. From this position they can clear the wall's northern portion without coming under direct fire from the southern Archers. Move the Armed Peasants in front of your Archers in an attempt to draw enemy fire. When the northern wall is clear, have your Archers advance south till they can eliminate the rest of the enemy Archers and Crossbowmen.



Before beginning the final assault on the Outlaw's Camp, assess the strength of your attacking force. Make sure you have at least 40 Armed Peasants and 20 Archers before proceeding. If necessary, recruit more troops. When you're ready, group the Armed Peasants, Spearmen, and Swordsmen, then move them into the fortress. Follow closely behind with your remaining Archers. During the attack, keep your Archers out of melee range, allowing the Armed Peasants, Spearmen, and Swordsmen to do the dirty work. Advance through the fortress and kill any Outlaws that get in the way. Attack the Camp with the Spearmen or Armed Peasants while the Swordsmen and Archers mop up the rest of the Outlaws. Victory is yours after the Camp collapses into a pile of rubble. Good work!

Mission 8: Sir William's Honor

Briefing

The King is soon to choose a royal champion from the Knights who are born of noble blood. Although you cannot apply for the post yourself, I see no reason why we could not help Sir William gain this honor.

Walkthrough

Sir William's Castle is under your command for this mission. It quickly becomes apparent that William's estate is mismanaged—perhaps he's too fixated on the Crusades to take notice. Pause the game when the mission starts and delete unneeded structures, particularly behind the Castle wall. Remove two Hovels to drop the Peasant cap to from 48 to 32. Get rid of the Apple Farm near the Stockpile, too. Build a Market and purchase a mix of apples and meat to fill the Granary. This keeps the Peasants' stomachs full till you can increase the estate's food production.



The area near the Keep and Stockpile is prime real estate. Remove any nearby Hovels and Farms to make room for a Lord's Kitchen and Lady's Bedchamber.

Focus on building Honor by throwing feasts and dances. Dances will generate the most Honor, but preparation must begin when the mission begins. Pause the game, buy stone from the Market, then build a Lady's Bedchamber near

the Stockpile, in the same spot where the Apple Farm was.

Go to the Market and purchase cloth. This allows the Lady to make dresses for a dance. Click on the Keep to see how many dresses are required before a dance begins.

Objectives

- Acquire 300 Honor

Failures

- Your Lord dies.
- Time until defeat: 72 months

Hints and Tips

- You will need to use every means at your disposal to raise required Honor in this mission.
- Supplement your feasts with wine from Vineyards.
- Feed your Peasants with all available food types.
- If you have a Bedchamber and cloth for her Ladyship to make dresses, you can hold dances in the Keep to raise Honor.
- Start cloth production early by placing Sheep Farms and Weavers.
- Entertain your Peasants by placing a Travelling Fair.

Recommended Peasants: 32

Recommended Military: N/A

Tip

Don't build Sheep Farms and a Weaver's Workshop. Buy your cloth at the Market. It's not cheap, but it will save tons of time.

STRONGHOLDTM 2

PRIMA OFFICIAL GAME GUIDE



Place structures producing royal food within the Castle walls, as close to the Lord's Kitchen as possible.

While honor grows, turn your attention to Sir William's Peasants and take steps to make their lives better. Increase their food production by building a couple of Hunter Posts near the Granary. Supplement the food stock with cheese by constructing a couple of Dairy Farms outside the Castle wall. Another Apple Farm is a good idea, too. Because bread is carted in from a neighboring estate, don't worry about building Wheat Farms or Bakeries. A diet of apples, meat, bread, and cheese keeps the Peasants happy and gives you a boost in Honor every month. Build two Gong Pits and two Falconer's Posts to combat the troublesome appearance of gong piles and rats. If ignored, these problems will grow worse and erode Popularity.



If the Lady has enough cloth and time to make dresses, a dance will be held in the Keep, bringing in as much as 200 Honor!

For feasts you'll need to build a Lord's Kitchen, preferably as close to the Keep as possible. To fill the kitchen with royal food, build a few Farms nearby. Construct one Vegetable Garden, two Pig Farms, one Eel Pond, and one Vineyard. Place these structures near the Lord's Kitchen to reduce transit time. The Vineyard only produces grapes—you'll need to build a Vintner's Workshop to convert them into wine. Providing the maximum number of food at a feast will ensure an Honor reward. You can attain more Honor by building a Travelling Fair or Church, but the Honor payoff is less than that attained through feasts and dances.



Feeding the Peasants four types of foods and increasing their share of rations will result in a nice boost in Honor per month.

Sir William's estate should be running smoothly, allowing you to coast to a comfortable victory. Check in at the Keep and Lord's Kitchen to inspect the status of upcoming feasts. In the time allotted for the mission, only one dance is probable, but it's worth the effort, making up the bulk of the Honor requirement. Sir William will be pleased when he returns.

Mission 9: Sword Production

Briefing

I wish to strengthen the Royal Guard, and so require a reliable supply of arms from your county. Whosoever produces the required weaponry first will win the big contract.

Walkthrough

Your only competition in this sword production contest is Sir Edwin because Sir William and Sir Grey are preoccupied with other matters. Edwin has a steady supply of iron and multiple Blacksmiths at work. Don't be surprised if he cheats, too, by purchasing swords from merchants. You must act quickly to catch up.



Iron is in this hill in Whitle, outside the Outlaw's Camp fortress. Place three Iron Mines here.



Build several Blacksmith's Workshops and an Armory near the Whitle Stockpile to facilitate the mass production of swords.

Out of all of your estates, iron is only in Whitle and Wintertop. An Iron Mine is in place in Wintertop and is shipping iron to Harbury,

so focus on Whitle. Build three Iron Mines on the cliffs near the demolished Outlaw's Camp. Each mine is accompanied by an Ox Tether to move the iron to the Stockpile. More Peasants are needed to run this new industry, so build another Hovel in Whitle.

Instead of transporting the iron to Harbury, concentrate the bulk of sword manufacturing in Whitle. Build a couple of Blacksmith's Workshops near the Stockpile. Once produced, you must place the swords in an Armory, so build one close to the Blacksmith's Workshops. As iron trickles into the Stockpile, build a few more Blacksmith's Workshops to maximize production. The three Iron Mines can supply as many as six Blacksmith's Workshops with a steady stream of raw materials. However, another Hovel is needed to meet the labor demand. The new Iron Miners and Blacksmiths in

Objectives

- Acquire 100 swords

Failures

- Your Lord dies.
- Edwin: Acquire 100 swords

Hints and Tips

- Sir William has given you the estate (Wintertop) you saved. Notice it contains iron.
- Increase iron output from your new estate by placing extra facilities there.
- The more Blacksmiths you can get going, the more chance you stand of beating Sir Edwin.

Recommended Peasants: 40

Recommended Military:

50 Archers

Whitle may stress the food supply in the Granary, so build a couple of extra Farms or Hunter Posts. If necessary, cart surplus food into Whitle from Harbury.

Tip

Build a couple of Blacksmith's Workshops in Harbury too, using the iron shipped from Wintertop to make swords.



The swords produced in Whitle won't be applied to your grand total till they are stored inside the Armoury in Harbury. Therefore, assign the Carter Post in Whitle to send swords to Harbury. Build a second Carter Post (near the Whitle-Boorswell border) to speed up the transit of swords. Mass producing swords in Whitle and shipping them to Harbury ensures you a lop-sided victory over Edwin.

While awaiting victory, prepare for the next mission, where you'll need to defend Sir Grey's Castle. Recruit Archers until you have at least 40 in all. You may still have Archers and Swordsmen in Whitle near the Outlaw's Camp. Move 30 Archers and any surviving Swordsmen to Sir Grey's Castle—always leave at least 10 Archers at your Keep in Harbury. After your units arrive at Sir Grey's estate, place 15 Archers in each of the Castle's two front round towers. Move the Swordsmen in front of the entrance of Sir Grey's Keep. You're now well prepared for the next mission.



Mission 10: Defend Sir Grey

Briefing

My good friend Sir Grey is under attack from that traitor Edwin. I charge you to lift the siege on Sir Grey and force Edwin to surrender. Justice must prevail!

Walkthrough



Edwin launches the attack on Sir Grey's Castle at the mission's start—make sure your Archers are in place!

it. But he needs some additional manpower to push back Edwin's forces.

If you haven't already, move your Archers and any Swordsmen to Sir Grey's Castle as soon as possible. Sir Edwin's troops are on the move when the mission begins, so it's important your troops are in place before they arrive. Assuming you followed the instructions in the previous walkthrough, your forces are ready to fight. Your Archers in the western tower will attack Edwin's troops as they cross the nearby bridge, inflicting several casualties. But Edwin will still be able to set up his Siege Camp to the south—this works in your favor.



To avoid a prolonged siege, allow Edwin's Battering Ram to demolish the Gatehouse. Your Archers and Sir Grey's troops can handle the remainder of Edwin's forces.

Sir Edwin is a sore loser. Having lost the sword production competition, Edwin is using his surplus arms to turn against his neighbor, Sir Grey. Fortunately Sir Grey has a strong Castle and several troops to defend

Objectives

- Defeat: Edwin

Failures

- Your Lord dies.
- Dead: Sir Grey

Hints and Tips

- Try to get some of your Archers on top of Sir Grey's towers to provide support.
- If you can, have Spearmen patrol Sir Grey's walls to knock off any unwanted ladders.
- Taking out the Siege Camp should be your first priority.
- Aim to destroy siege equipment first, as it will soon open up Sir Grey's Castle.
- Use the Market to buy weapons if you have the money.
- Swordsmen are very strong!

Recommended Peasants: 40

Recommended Military:
50 Archers

At his Siege Camp, Edwin will construct a few Catapults and a Battering Ram. Your Archers on the towers will make quick work of the Catapults, but avoid firing at the Battering Ram. If the Battering Ram is allowed to survive, it will demolish Sir Grey's Gatehouse—this is a bad thing. At the first sight of a breached wall, Edwin's forces will rush toward the Castle, running into volley after volley of arrows fired by your Archers. Most of Edwin's men will fall long before they reach the Castle walls. However, his Swordsmen might make it inside the Castle where they'll be confronted by Sir Grey's troops. Keep your own Swordsmen posted at the Keep while your Archers help

Sir Grey's troops dispatch the last of Edwin's assault force. If you're well prepared, the battle should be over in a few minutes.

Tip

If Edwin's Catapults and Battering Ram are destroyed, most of his troops will hold at the Siege Camp until new equipment can be built. Take this opportunity to sneak up on his camp from the south with a new group of Archers.



Mission 11: Edwin's Estate

Briefing

Edwin is safely under lock and key and on his way to face my reckoning. I hand his estates over to you and Sir William. You will take charge of Edwin's old Castle. Clean it up and make it a happy and prosperous place once more.

Objectives

- Attain Population: 80
- Acquire 100 Honor

Failures

- Your Lord dies.
- Time until defeat: 40 Months

Hints and Tips

- Now you are in charge of Edwin's Castle, you will need to use all that you have learned to rescue it.
- Beware of criminals in this mission, as Edwin's people

are still unhappy from his rule.

- Place some Guard Posts early to catch the criminals, then build a Courthouse with at least one punishment to return them to society.
- Rearrange Edwin's economic layout as you see fit for efficiency.
- Be sure you have enough food to feed the increased number of Peasants that you have been told to raise.

Recommended Peasants: 80

Recommended Military: N/A

Walkthrough

If you thought Sir William's Castle was a mess, wait till you see Sir Edwin's. His estate is a nightmare of inefficiency, made worse by a plague of rats and stinky gong piles. The Popularity rating in this estate is dropping every month and Peasants are leaving in great numbers. It's up to you to turn things around in 40 short months.



Remove unnecessary structures around the Granary and shut down all non-essential industries until you eliminate the gong piles and rats.

At the mission's start, pause the game and take a few minutes to identify problems. Deleting all un-essential structures like the Armory, Barracks, and Lord's Kitchen. This clears much-needed space near the Granary where you can place Farms later. As the population dwindles, you'll need to shift the remaining labor from less important tasks to cleaning up the Castle grounds. Go to the Market and buy wood until you can construct two Gong Pits and two Falconer's Posts. Delete or shut down production at other structures until you fill these new jobs. New Peasants won't move into the Castle until the rat and gong problem is under control.

In its current state, Edwin's Castle is incapable of producing the food it needs. For the moment, purchase food at the Market to fill the empty Granary. To supplement the food stock, use Carter Post in your other estates to transport food to Edwin's Castle. The low Popularity rating makes the Granary prone to theft. Build a Guard Post next to the Granary to deter criminals. The Guard Post alone isn't enough to enforce the law. You'll need to build a Courthouse as well as a form of punishment—the Stocks are cheap and effective.



The Market (outside the Castle) is a life-saver in this mission, allowing you to purchase food and wood till the population is more self-sufficient.

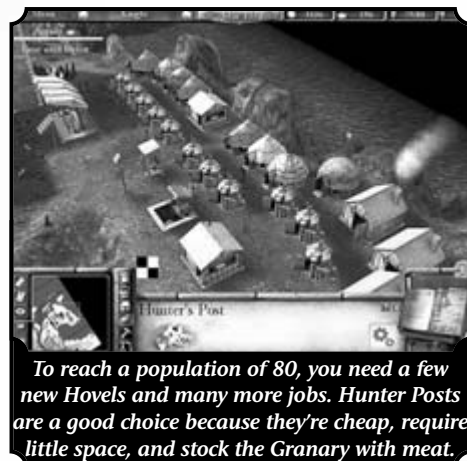


Eliminating the gong, rat, and crime problems may not be enough to attract new Peasants. As you can afford more food at the Market, fill the Granary with apples, bread, cheese, and meat to boost Popularity and Honor. Consider granting Extra Rations too, but keep up with the demand by buying more food. Popularity can also be increased by issuing bribes from the Treasury. One of the most effective ways to boost Popularity is by building a Travelling Fair.



As your popularity rises above 50, more Peasants move into the Castle—time to get them to work! Focus on making the estate as self-sufficient as possible. Build Apple and Dairy Farms in the open area near the Granary. Supplement the Farms with several Hunter Posts. Construct several Saw Pits near the trees outside the Castle wall. It takes several months before these new structures begin making significant contributions to the Castle's stores, so buy food and wood at the Market as needed.

When the population tops out at 32, boost the Peasant cap by building more Hovels. But building Hovels isn't enough—the Peasants need jobs, too. By now you're probably running low on space. Build multiple Hunter Posts and Beehives in the few empty spaces remaining. These structures are cheap and take up little space, making them the ideal solution for the cramped situation. Build Hovels till the cap reaches 80. At that point, build more Hunter Posts and Beehives till the population tops out at 80, earning yourself another well-deserved victory.



Mission 12: A Kingly Feast

Briefing

I wish to hold a grand feast and jousting tournament to commemorate our fallen war heroes of ages past. In recompense for all your hard work, I have decided that your Castle will be the location. Lords and Ladies from throughout the kingdom will attend, so only the very best will do. I am sure you will do your country proud.

Walkthrough

It may sound easy, but producing the food for this huge feast requires almost every extra piece of usable land you've acquired. Even more distressing is the 60 month deadline. To succeed, all production must begin within the first few months. Pause the game when the mission begins and make plans—there's no time to waste.



Money is no problem, so put it to good use by purchasing wood and food at the Market.

The feast and tournament will be held in Harbury. Therefore, all food produced for the feast must be transported to this estate and stored in a Lord's Kitchen. Before building a Kitchen, delete structures that are no longer necessary, like the Barracks, Treasury, and Blacksmith's Workshops. Clear more space by removing a few of the Apple Farms closest to the Keep. Don't worry, the Peasants won't starve—they're currently consuming Double Rations. Select Normal Rations at the Granary to maintain a surplus of food.

Objectives

- Acquire 400 Honor
- Acquire 70 eels
- Acquire 70 geese
- Acquire 70 pigs
- Acquire 70 vegetables
- Acquire 70 wine

Failures

- Your Lord dies.
- Time until defeat: 60 Months

Hints and Tips

- Use all the estates that you have gained to deliver extra resources to you.
- Use the Market to keep your food stocks bolstered.
- Be sure to place more than one of each royal food building to speed up your gathering.
- You can choose to turn off the foods eaten in the Lord's Kitchen so that you are only gathering these foods and not eating them.
- Jousts are the ultimate Honor provider. Place a Jousting Arena early.

Recommended Peasants: 40
Recommended Military: N/A

Tip

To free labor and space, shut down the production of bread in Harbury. This means deleting Wheat Farms and Bakeries. If you want to keep feeding the Peasants bread, buy it in the Market or cart it in from Whitle.



Once built, click on the Lord's Kitchen and de-select the foods available for feasts. Royal foods must be Stockpiled till the end of the mission.

While raising royal food and building Honor, it's still important to keep the Peasants in Harbury happy, as they're the ones who are tasked with doing the work. Place an extra Falconer's Post and at least one more Gong Pit. To prevent crime from getting out of hand, place a Guard Post near the Granary, then build a Courthouse and Stocks along the road leading to Wintertop. If crime and sanitation issues aren't dealt with early, Popularity will dip and Peasants may leave when you need them the most.

Focus on royal food production. Place two Vegetable Gardens and three Pig Farms southeast of the Keep. Build a Lord's Kitchen next to your new Farms, but also within close proximity of the Stockpile. The new Farms will help reach the objectives, but they aren't sufficient by themselves to produce the pigs and vegetables needed—you'll need to build more Farms in your other estates. Harbury's main focus should be on wine production. Build a couple of Vineyards in the area west of the Keep and Stockpile. Build at least eight Vintner's Workshops along the main road, between the Stockpile and Lord's Kitchen. The two nearby Vineyards will help the wine production get started, but you'll need to grow more grapes elsewhere to reach your goal.

There are a couple of ways to attain the Honor required without wasting your precious royal food stocks on feasts. Jousting is costly, but brings in tons of Honor. However, a Jousting Arena takes up lots of space. An easier option is throwing dances. But first you'll need a Lady's



Cloth is already available at the Stockpile, so build a Lady's Bedchamber and throw dances in the Keep to gain Honor.

Bedchamber, preferably near the Keep. If you build this early, the Lady will acquire cloth already present in the Stockpile and make dresses. During the time allotted, three dances can be held in the Keep, producing more than enough Honor to meet the mission objectives.

As things take shape in Harbury, produce food in your other estates.

Slaughterford: Your original estate should focus on producing eels, geese, and pigs. Start by building a Lord's Kitchen next to the Stockpile. Surround the kitchen with at least four Eel Ponds. You can build an extra Eel Pond outside the wall to the north too. In the small spaces remaining inside the wall, build a couple of Pig Farms. To move the goods back to Harbury, build three Carter Posts along the Slaughterford-Harbury border, each tasked with transporting a specific food type. An extra Hovel will be needed to fill all of these new jobs.



Wintertop: This rocky estate offers little extra room to build new industries, but you can squeeze in at least one Vineyard. All grapes are sent to the Stockpile, so a Lord's Kitchen isn't necessary for this estate. However, a Carter Post is needed to send the grapes to Harbury. Build it near the border to the east.

Boorswell: Despite all the bogs, Boorswell has plenty of usable land. This estate is responsible for producing the bulk of your grapes, eels, and geese. Start by building four Vineyards as close to the Stockpile as possible. Next, build five Eel Ponds in the open land along the coast, near the border with Whitle. Among the Eel Ponds, place a Lord's Kitchen to store all the geese and eels produced. A few more Eel Ponds can be built inland, along the main road running through the estate—build as many as possible. Transport the goods back to Harbury with three Carter Posts. At least one more Hovel is required to support these new industries.

Tip

Don't underestimate the number of Eel Ponds and Vintner's Workshops required to fulfill the objective quantities. Wine and goose production are likely to lag way behind all other industries.

STRONGHOLDTM 2

PRIMA OFFICIAL GAME GUIDE

Whitle: A little extra space can be found in this estate near the base of the cliff along the Boorswell border. Build a couple of Eel Ponds, as well as a Lord's Kitchen. At least one extra Carter Post should be placed near the main road to move geese and eels to Harbury.

Charvon Wingly: Thanks to Sir Edwin's treachery, this is your newest estate—and it's an important one. Although it's furthest away from Harbury, Charvon Wingly is needed to produce most of your vegetables. Construct at least three Vegetable Gardens within reasonable distance of a Lord's Kitchen. Build a couple of Carter Posts near the border and assign them to transport 20 vegetables per trip.



In Charvon Wingly, cart at least 20 vegetables per trip to make the most of the long journey to Harbury.



Keep an eye on the Lord's Kitchen in Harbury as royal food pours in from your estates. If there are shortages, take action before time runs out.



The King's feast is a huge success. Good work!

Once everything is in place, un-pause the game and closely monitor the influx of royal foods into the Harbury kitchen. Make sure all labor demands are filled at each estate. If they're not, build extra Hovels until all necessary jobs are filled. As the estates begin producing food, watch the Carter Posts and make sure they're sending the appropriate goods to Harbury. Ensure that grapes get to Harbury first by carting them in from Wintertop and Boorswell—wine production must begin immediately! As the mission continues, food will steadily pour into the Lord's Kitchen and the Lady will throw at least three dances, earning you more than the 500 Honor required. A victory here completes this campaign. Having mastered the economic aspect of the game, you're ready for new challenges.



Free Build Mode



Want to build a Castle without worrying about coming under attack or fulfilling certain objectives? The Free Build Mode offers that opportunity. The Sim Campaign gave you a taste of what's possible; now put that knowledge to work by building the largest kingdom you can. Before tackling the Free Build maps, review the basics of building and managing a successful estate.

Food Production



Build three Hunter Posts next to your Granary to provide your growing population with an endless supply of meat. You can sell surplus meat at the Market for a huge profit.

In any scenario, your first priority is to provide the Peasants with food. Failure to do so will lead to low Popularity and an evaporating population. The key to quickly producing food is by placing your Granary in a spot where multiple farms can surround it. Study the lay of the land before plopping down the Granary. Build Apple Farms, Dairy Farms, and Hunter Posts around the Granary. Placing these structures close to the Granary reduces transit time, yielding more food in the long term.

Wheat Farms are different, because their wheat is taken to the Stockpile instead of the Granary. Build a Mill to convert the wheat into flour (which is also stored at the Stockpile) then Bakeries convert the flour into bread. Bread is then carried from the Bakery to the Granary. Therefore, your Wheat Farms, Mill, and Bakeries should be placed somewhere between the Stockpile and Granary. Compared to the other options, producing bread is an involved process, but only a couple of Wheat Farms, one Mill, and two or three Bakeries will keep your Granary packed with an endless supply of baked goods.

Raw Materials

Expanding any kingdom requires a constant supply of raw materials like wood and stone. Early on you'll need to concentrate on locating forests. Place your Stockpile near some trees to cut down on transit time. This reduces the amount of time you must wait for wood to be delivered from Saw Pits, helping speed up construction and expansion efforts. While building the first few farms, make sure you spare enough wood to construct at least a couple of Saw Pits. Almost every structure requires wood, so the more Saw Pits you can place, the better.



Later you'll need to produce stone so you can construct more advanced structures like a Lord's Kitchen, Church, and Courthouse. Locate the large Quarries filled with masses of gray stone. Producing stone takes a while, so place a couple of Stone Quarries to optimize production. Each Stone Quarry should be accompanied by an Ox Tether. An Ox and its handler will then transport the stone to the Stockpile. If you fail to place Ox Tethers near a Stone Quarry, the workers will attempt to move the stone themselves—one block at a time. The Ox may move as slow, but it can carry 16 blocks of stone per trip.

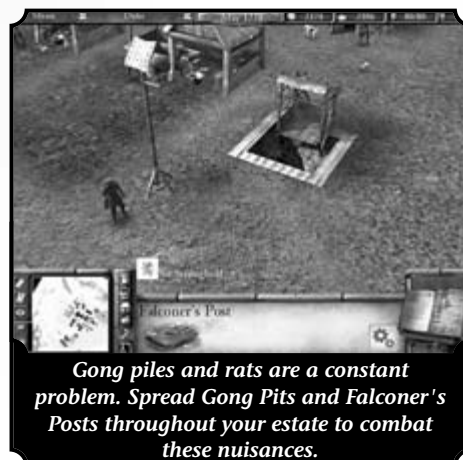
In Free Build Mode, there's no threat of coming under attack, so there's no need for iron or pitch. You can still gather these resources and sell them for a profit at the Market. Iron Mines must be placed on the rust-colored rocks scattered across the map. Iron deposits are rare and may be a good distance away from your Stockpile. Like stone, iron must be transported by Oxen so build an Ox Tether next to each mine. Pitch is gathered from Pitch Rigs placed in bogs. All pitch gathered is carried by hand to the Stockpile.

Sanitation

As the population grows, so will problems with gong piles and rats. Every time a Peasant encounters rats or gong piles, your popularity drops by one point. Because both issues are a continual threat to popularity, you must quickly deal with them. Place at least one Gong Pit and Falconer's Post for every sixteen Peasants. Spread these structures out to provide optimal coverage. Monitor their effectiveness via the report book in the bottom-right corner of the screen. This report shows the impact of gong and rats on your popularity. If these numbers are negative, build more Gong Pits and Falconer's Posts.

Tip

Build your first Gong Pits near the Granary and Stockpile. This is where gong piles will first appear.



Crime and Punishment

No matter how well you treat your Peasants, there're always a few who turn to crime. Failing to challenge the criminals will erode your popularity to the point where Peasants may leave. Crime usually occurs at the Granary, as a selfish Peasant attempts to take more than his fair share of rations. For this reason, place a Guard Post nearby. Place more Guard Posts throughout the estate as the population grows.

After a criminal is caught, the guard must escort him to a Courthouse where he will be tried by a judge. The judge determines the fate of the criminal, and may administer a form of lenient punishment. The judge can only operate the Stocks, Mask, and Gibbet by himself. A Torturer from a Torturers Guild must administer more severe forms of punishment. If crime is a continuing problem, build a Torturers Guild so the judge can busy himself with handing down convictions while the Torturers handle the punishments. When choosing a punishment to build, pick something quick so the convict can return to work. If the convict was employed at the time the crime was committed, his work is halted until he's faced his punishment. This is shown at his site of employment by a red circle with a noose icon in the center. The Flogging Post and Burning Chair are excellent forms of punishment with quick rehabilitation times.



Build a Torturers Guild to expedite the punishment phase. The Flogging Post is a quick form of punishment, allowing the criminal to return to the work force.

Popularity



Holding Exulted Masses at Churches is a great way to steadily increase Popularity, but a large supply of candles is needed.

Popularity rises and falls for a number of reasons. As previously mentioned, rats, gong, and crime have a negative impact on Popularity, as does reducing rations to half or none. Fortunately, you can counter-balance the negative numbers by building structures which build Popularity. The easiest option is to build a Travelling Fair. These entertainers will set up a stage and draw large crowds with their shows. Jousting events also are popular with the Peasants, plus they bring in an Honor bonus as well. One of the most effective and consistent ways to boost Popularity is by building a Church and supplying it with candles for masses. This requires a candle-making industry consisting of

Beehives and Chandler's Workshops. As more candles are provided, increasingly lavish masses can be held to increase Popularity. Producing ale and serving it at an Inn is another good way to keep the Peasants happy. Similar to the Church, the amount of ale served at an Inn can be adjusted to fine-tune the output of Popularity generated. Build at least one of these Popularity-producing structures before attempting to tax the Peasants through a Treasury. Even the Treasury can increase Popularity by issuing bribes. Make sure you have plenty of gold before taking such drastic measures.

Honor



Adding a Musician's Guild can make any feast a major Honor-producing event.

Since there are no objectives in this mode, there's no reason to bother building Honor. Still, this is a great opportunity to try out the various methods. Feeding the Peasants four types of food and boosting their intake to double rations is an easy way to increase Honor, but it really eats up the food stocks in the Granary. So when it comes to raising Honor, think big. Jousting events are costly but generate both Popularity (5 per month) and Honor (20 per month) for six straight months. Feasts are the most costly and time consuming way to attain Honor. To hold a feast you must grow royal foods like pig, goose, eel, vegetables, and wine. These foods must

then be stored and prepared in a Lord's Kitchen. If a steady supply of royal foods is provided, feasts can be held every 4–6 weeks. To maximize the Honor gained from each feast, provide all five types of royal foods in large quantities. An even bigger Honor boost can be attained from feasts by building a Musician's Guild. These entertainers will serenade the guests during the feast, bringing in as much as 150 Honor for the entire event. While feasts are definitely effective, the best way to build Honor is by holding dances in the Keep. Before a dance is held, build a Lady's Bedchamber and produce or purchase cloth—the Lady uses cloth to sew dresses. Each dance held in the Keep produces 200 Honor. Throw a mix of feasts and dances to maintain a steady influx of Honor.

Tip

A Lord's Kitchen must be placed before dances can be held. The Pages that live inside the kitchen are also the Lady's servants. Without them, she has no way of attaining cloth from the Stockpile. When the Pages deliver the cloth, she'll begin making dresses.

Free Build Maps

Now that you have an idea how to create a successful peace-time estate, try out some of these maps. Remember, you won't have to worry about being attacked by other Lords, so experiment with raising food, Honor, and money while maintaining high Popularity. Familiarizing yourself with these concepts will help greatly when playing the campaigns or multiplayer games against your friends.

Island Hopping

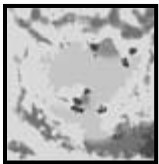


This map is made up of five small islands, all connected by bridges. Focus Peasant food production on the island where the Keep is positioned. To conserve space around the Keep, consider building the Stockpile on the adjacent island to the north. This island can be used to produce both wood and stone. As the population grows, thwart the increase in rats, gong, and crime. The remaining islands can be used to produce royal foods and gather natural resources like iron and stone, which can be sold at the Market for a profit.

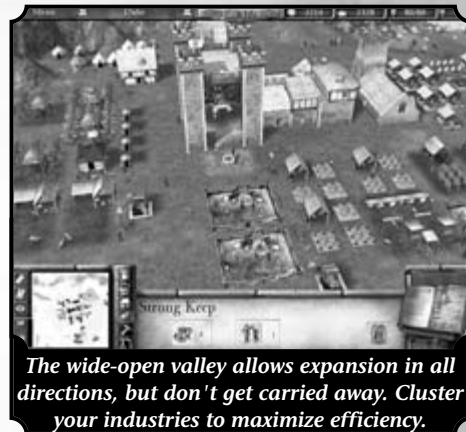


Just one of these small islands can support a very large population.

Mountain Hideaway

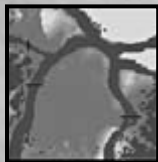


Building and expanding is easy in this bowl-shaped valley. However, the soil surrounding the Keep is not suitable for wheat production. In fact, the only land where Wheat Farms can be built is near the bog. This makes it very difficult to produce bread. Therefore focus primarily on providing apples, cheese, and meat to fill the Granary. If you must have bread, build a few extra Hunter Posts and sell the meat at the Market, using the profits to purchase wheat. Stone, iron, and wood can all be gathered from the valley's perimeter.



The wide-open valley allows expansion in all directions, but don't get carried away. Cluster your industries to maximize efficiency.

River Delta



The wolves on this map present an immediate threat to your Peasants and must be eliminated quickly. Build an Armory, Barracks, and Market as soon as possible. At the Market, purchase at least

10 bows, then produce Archers at the Barracks. It might be a good idea to recruit a few Armed Peasants as well. Position the Archers on top of the Keep so they can provide protection in all directions. Even after defeating the wolves, more wolves will show up on the perimeters. Keep most production directly around the Keep so the Archers can engage any approaching threats. As more space is needed, build a few Lookout Towers on the periphery of the map and position at least five Archers in each.



Put Archers in Lookout Towers to protect the Peasants from wolves.

Rocky Island



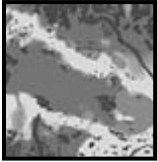
As this mission begins, resources in the Stockpile are extremely low, making for a slow start. Making matters worse, a couple of Monks are in the process of building a Warning Beacon near the

coast using the wood in your Stockpile. Therefore, construct at least three Saw Pits to meet the demands for wood. Like the Mountain Hideaway, wheat cannot be produced near the Keep. But Wheat Farms can be built on the nearby beach. Take this into consideration before placing your Stockpile and Granary. There's only one deposit of stone on the island, located on the wooded peninsula to the south. One Stone Quarry should be adequate to meet your immediate needs, but you'll want to provide it with at least two Ox Tethers to speed up transportation.



The construction of a Warning Beacon cuts into your supply of wood at the beginning. Compensate by building extra Saw Pits.

Three Valleys

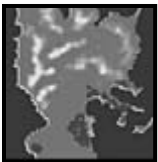


Your Keep is positioned in the largest valley in the middle, providing plenty of expansion opportunities. However, the only stone deposit is located in the northern valley. Transporting stone from a Stone Quarry to your Stockpile takes a very long time, so build at least four Ox Tethers for every Quarry. This will keep a steady stream of stone flowing into your Stockpile. If you need stone before it can be delivered, build a Market and buy it. Later on, Archers may be needed to prevent bear attacks.



All stone must be transported over a winding mountain pass before it reaches your Stockpile in the adjacent valley. Construct multiple Ox Tethers to speed up the process.

Tropical Retreat



Raising a large population on this tiny island is a challenge. Place the Stockpile to the north of the Keep and build resource-gathering industries around it. Construct the Granary on the southern edge of the map and surround it with farms and Hunter Posts. The narrow valleys to the north may look unusable, but small buildings like Beehives and Chandler's Workshops fit quite comfortably. Build Hovels in these spaces as well, reserving the flat open spaces for larger structures and farms.



Make the most of the space provided. Hovels and workshops can be tucked away in the sandy valleys to the north.

The Lost King Campaign

Chapter 1: The Search for the King

Briefing

Sir William's meeting with Lord Barclay has not gone as planned. You are both now in danger and must get to safety.

Walkthrough



Your first mission is easy. There is no building involved, and you only have two units to control—Sir William and Matthew, who is your Lord character.

When the mission begins, drag a box around your two units to select them. While holding down **[Ctrl]**, press **[1]** or another one of the number keys to assign your units to this group. If you ever need to quickly take control of that group, you just have to press the corresponding number key so it is ready to receive orders.



Objectives

- Fight through the guards and reach the boat.

Failures

- Your Lord dies
- Dead: Sir William

Hints and Tips

- Ride for the wooden gatehouse near the beach and dispatch the guards.
- Direct Sir William and Matthew (the two horsemen) to a position near the boat.

Order your units to ride for the beach where your ship is waiting. Lord Barclay has sent out a detachment of soldiers to stop you. No matter how fast you give your units orders, the enemy will make it to the beach first. As your two units arrive, order them to attack by clicking on an enemy soldier. While you are outnumbered, your units are superior to the enemy and you can eliminate them without too much trouble. After the beach is clear, order your units to move to the boat to complete your first mission.



Chapter 2: First Command

Part 1

Briefing

Three weeks ago, I was Sir William's Page, and yet now there are so few left whom the royal champion can trust that I find myself here, in command of my own Estate.



Objectives

- Rebuild the ruined bridge.

Failures

- Your Lord dies

Hints and Tips

- Both wood and stone are needed to rebuild the bridge.
- Placing Saw Pits close to trees will increase the speed of wood production.
- To produce stone, build a Stone Quarry on the white rocks to the Keep's northeast. Place an Ox Tether to transport the stone to the Stockpile.
- Make sure you have enough Peasants available to man your industries. Build more Hovels if you run short.

Walkthrough



You must provide the raw materials for the monks to repair this bridge.

You finally have an Estate of your own. While there is not much to it to begin with, over time and with hard work by your Peasants, it will become something of which you can be proud. Your first objective is to provide the monks with wood and stone so they can repair a bridge to your Keep's north.

Place your Stockpile, then your Granary. Keep the two separated because this allows you to place appropriate industries next to each. After these two structures are ready, build three Saw Pits. Place them next to the trees and near your Stockpile.

Because you also need stone, and it can take a while to produce, build a Stone Quarry on the white rocks to your Keep's northeast. This takes three of your Peasants. You need to transport the stone to the Stockpile, so build a couple of Ox Tethers next to the Stone Quarry. When the stone is ready, your Drovers can take it to the Stockpile. Do not worry about food during this first part of the mission. Just keep the wood and stone coming to the Stockpile. Monks automatically come and help themselves to the supplies as they repair the bridge. After they complete this task, the first part of the mission is concluded and you are rewarded with a flock of sheep.



Build the Stone Quarry and get it running as soon as possible.

Tip

When you play missions where you have to produce things and are not worried about being attacked, go to the Settings Menu from the Main Menu and increase the game speed. This reduces the amount of time you have to wait for your Peasants to get the work done. Just slow down the game when enemies arrive, or problems with food supply or Popularity arise.

Part 2

Briefing

A message came from Sir William. He is negotiating with Flemish traders for a company of Archers. The people of Flanders suffer a harsh winter and find themselves in need of cloth, which I am to provide. Sir William has requested that I immediately start cloth production.

Walkthrough



The Sheep Farm provides wool, which is taken to the Stockpile.

Your Stockpile has been reset. No matter how much wood and stone you had before, there is only a bit to begin with now. Keep your Saw Pits working. However, because you don't need stone to complete your objective, you can stop production on the Stone Quarry and Ox Tethers to use these Peasants elsewhere. As you have enough wood, build a couple of Sheep Farms near your Stockpile. Follow this with a couple of Weaver's Workshops. Sit back and wait. If your Granary runs low on food, build another Hunter's Post or two. After you have 15 cloth, the mission is complete.

Objectives

- Acquire 15 cloth.

Failures

- Your Lord dies

Hints and Tips

- You must build Sheep Farms to produce wool.
- These extra workers need to be fed.
- Increase your food production or you will become unpopular!

As your Estate grows, you have to add more industries. You

also have to feed your people. To your Keep's northwest is a small valley filled with rabbits. Build three Hunter Posts in this valley. Because you do not have enough available Peasants to man these, build a Hovel to your Keep's south, away from your Stockpile.



Weavers take the wool from the Stockpile, then make cloth, which is then returned to the Stockpile.

Part 3

Briefing

I remember when Olaf raided our country last, he left only destruction in his wake. This man butchered many families, and I am determined that my people will not suffer the same fate. William's constable has arrived. At last I will have some men to command.

Walkthrough



Add a Barracks, an Armoury, and several Poleturner's Workshops to your Estate to complete this mission.

For this mission, you begin building an army. However, before you can do that, you need to add more industry. You will eventually need to build

three Poleturner's Workshops, an Armoury, and a Barracks. Because you need stone for the latter two structures, get the Stone Quarry up and running.

The Poleturner's Workshops and Spearmen all require gold. The only way you can earn gold in this mission is by selling cloth. Build a Market where you can sell each unit of cloth for 10 gold. Build a couple of new Weaver's Workshops to increase cloth production. To have enough labor for these new structures, you need to build a new Hovel and another Hunter's Post to help feed your large population.



Defeat the bears in the north to get some reinforcements.

As spears are completed, click on the Barracks and create Spearmen. Even before the enemy invades, you must put your Spearmen to work. Send a group of at least 10 Spearmen to secure the countryside from bears. An advisor tells you of the problem. If you can take care of the bears, the Monks promise to help defend against the enemy. After eliminating all three bears, you are rewarded with five Warrior Monks whom you can add to your growing army.

Objectives

- No enemy or enemy invasions are left.

Failures

- Your Lord dies

Hints and Tips

- Money is the key to this mission, so build a Market and sell products from your Stockpile.
- Building several Poleturners to produce spears increases your chances of surviving the invasions.
- A Wooden Wall is a quick way to defend your Castle and slow down Olaf.

The Lost King Campaign

During this mission, keep track of the time bar in the upper-left corner. When it gets down to one-third remaining, Olaf sends an attack force. Before this happens, build a Wooden Wall with a Wooden Gatehouse along the road to the river's south and to your Keep's east. Select a narrow spot for your defenses and run the wall from the river to the steep hillside. This is easier than building a wall around your Estate, and just as effective.

Position your troops outside the Gatehouse and wait. You need about 15 Spearmen as well as the 5 Warrior Monks to deal with Olaf's men. However, if you get a lot of Poleturner's Workshops going, you could have over 30 Spearmen to help defend your Estate. Set your army to an Aggressive Stance. This causes them to move to the nearest enemy and attack. Therefore, after they defeat one enemy, your soldiers automatically move on the next.

Olaf's men head straight for your wall and begin tearing it down. This keeps them occupied while your soldiers attack. After you stop the early invasion, repair your Wooden Wall and build up your army some more. The main invasion is not much worse than the first, so you will have no trouble defeating it as well. Pursue any enemy who runs away, and after all enemies are defeated, you will have completed the mission.



As the enemy attacks your walls, order your soldiers to engage and defeat Olaf's troops.

Chapter 3: Edwin's Rescue

Briefing

It seems I'm going to get my first taste of siege warfare. I have taken my strongest men and followed the guide, who has led us to a Castle with William's men encamped outside it.



Walkthrough

This is a military mission. You have an army consisting of Archers, Spearmen, Armed Peasants, and Laddermen in the map's southeast corner. Your enemy's Castle is to the north. The key to completing this mission is focusing on the objectives. You only need to rescue Edwin, not defeat the enemy's troops and destroy the Castle.



Use the Archers to clear the Wooden Gatehouse's top.

Sir William's army attacks the Castle's western part. Use this to your advantage to get your troops in on the less defended eastern side. To do this, order your army to move north toward the Wooden Gatehouse. Order

your Archers to take out the troops on the Wooden Wall's top and send a couple of Laddermen to the wall to provide an entrance. After the ladders are up, send your army over the wall and as far north as possible to the position between the Wooden and Stone Walls.



Scale the Castle's eastern walls using your Laddermen for access.

Order your remaining Laddermen to put their ladders on the Stone Wall, then send your Spearmen up to clear off the wall. Send your Archers up and order your army to move down off the wall to a point as far north as possible near the enemy's farms and structures. You need at least 10 Archers to make it here as well as 20 or more other troops. Ensure that your army is out of range of enemy Archers on the walls and towers and let your Archers fire at enemy units that venture near.

Objectives

- Rescue Edwin.

Failures

- All your troops dead

Hints and Tips

- To rescue Edwin, your troops must reach him at the Keep's top.
- Helping William's troops early in this mission pays off later.
- Use your Archers' ability to clear the enemy's walls at range to an advantage before you scale them.
- Use the enemy's towers against them if you can. Your Archers can turn the Castle defenses against the enemy if they can reach the top.

After your army is safe in the north, move them west toward the Keep. Take up a position where your Archers can fire at the enemies. Move Spearmen in front to protect them from enemies who approach. Move closer to the Keep a little bit at a time, clearing enemies as you go. Eventually your Archers will be close enough to fire at the enemy soldiers on the Keep's top. After you eliminate the enemy at ground level, as well as on the Keep, send your Spearmen rushing into the Keep and to the top to rescue Edwin and complete the mission.



The Archers engage enemies that come at you.



With the way clear, the Spearmen rush in to the rescue.

Chapter 4: The Bull in the Borderlands

Briefing

I am ill at ease with our alliance to this Edwin Blackfly. The Castle Edwin has given me is on the border regions and one of the country's oldest foes looms to the north.



Walkthrough



Build Saw Pits and Hunter Posts in your Estate's northwest corner.

to go after the Monks, you do not have any troops yet. Build four Saw Pits and four Hunter's Posts by the forest to your Keep's northwest, at your Estate's corner. Build a Stone Quarry to your Keep's north along with a couple Ox Tethers. Near your Granary, build three Apple Farms. You also must build a Hovel to increase your population. As you have the resources, build another Stone Quarry, a couple more Ox Tethers, and a couple of Gong Pits. While you have not needed them before, these pits help keep your Estate clean and healthy by removing the gong that builds up. Build a couple of Fletcher's Workshops, an Armory, a Barracks, and a Poleturner's Workshop.



Kill the wolves to save the Monks.

You can divide this mission into four stages based on the four objectives.

Therefore, your first task is to begin building up your Estate, which consists only of a Keep, Stockpile, and Granary.

While you need

Eventually you will receive a small force consisting of five Spearmen and five Archers. Send

this force north to clear a path through the wolves to the Monks. If you stay far east, you only have to engage three packs of wolves. Position your Archers at long range from the wolves and order them to fire. Move your Spearmen in to attack as the wolves come at your

Archers. With these three packs eliminated, move your force to the Monk holding the relic, and the Monks join your forces.

Objectives

- Rescue Holy Relic.
- Destroy Outlaw camp.
- Rescue Sir Grey.
- Kill the Bull.

Failures

- Your Lord dies
- Dead: Sir Grey

Hints and Tips

- To rescue the holy relic, your troops must reach the Monk holding the relic.
- To relieve the siege of Sir Grey's Castle, destroy the siege camp and army in front of his Castle.
- Using Honor to buy Estates can help you gather resources, but defend them after they are yours.
- Using the Church and the Inn gives you a bonus to your Popularity.
- Seal off the boundaries of your Castle early. This helps you defend your industries.
- Use Archers on the walls to give a greater defensive advantage.



Build a Wooden Wall to protect your western border.

In addition to completing an objective, rescuing the Monks also allows you to build new structures. Build a Wheat Farm and a Hop Farm. You also need a Mill, three Bakeries, and a Brewery. Now that you can make bread, you can increase the amount of food you give your Peasants. Double their rations to increase your Popularity. Because you need gold to build an army, put up a Treasury and tax the people. You want to get the taxes as high as possible without it decreasing your Popularity much. Building an Inn will further increase your Popularity and allow for more taxation.

You now have to worry about the Outlaws raiding your Estate. Their camp is to the west. To discourage them from coming at you, build a long Wooden Wall from the steep hill at your land's western edge to the map's southern border. Put a Wooden Gatehouse in and close the doors. Include a couple of Wooden Platforms and place Archers along the wall to fire at Outlaws who approach. For your northern defenses, build a Double Stone Wall near your land's north border, from the western forest to the steep hills in the east. Keep this wall in a straight line, with a Small Gatehouse and a few Lookout Towers. Close the gates and the Outlaws cannot get through this wall. You must monitor your Wooden Wall, however, because the Outlaws can cut their way through. But your Archers should slow them down.

With your Estate now secure, it is time to build up your army. Increase the number of Fletcher's and Poleturner's Workshops and produce lots of Archers and Spearmen. You need a good sized army when you relieve Sir Grey. While you are making weapons and soldiers, build a Lord's Kitchen as well as a Pig Farm and an Eel Pond. This allows you to hold feasts and increase your Honor.

Now it is time to go after the Outlaws. There is a trick to defeating them. Because they can throw spears, they will decimate your forces in open battle. Therefore, you want to bombard them with arrows. Get a group of at least 20 Archers together and send them onto the hill north of the Outlaw's Camp. Because your walls protect the only path up this hill, your Archers are safe. Move the Archers as necessary to engage the enemy. They will massacre the Outlaws. Keep the Archers there to deal with any new Outlaws who appear. Send a force of about 20 Spearmen through the gate in the Wooden Wall to attack and destroy the camp. After they do this, you have completed another objective and don't need to worry about being raided for now.



Your Archers can eliminate the Outlaws from the hill overlooking their camp.

By this time, you should have several hundred points of Honor. Use it to buy new Estates. Pick Estates that will either send food that you cannot create or more of what you already have. Because you can provide meat, apples, and bread, you could use a couple of Estates that produce cheese. Jowertop, which is west of your Estate, and St. Columb Minor are what you need.

Your next objective is to break the siege at Sir Grey's Castle. Watch the time meter at the screen's top left to see when the enemy will attack. To break the siege, you need a large army. Build up at least 75 Archers and 40 Spearmen. There is no advantage in attacking the enemy early. Instead, use the time to strengthen your northern defenses. When you take out the enemy near Sir Grey, Olaf and the Bull send armies to attack your Castle. Make sure you have Archers in the towers as well as at least 20 on the hill to the northwest of your Estate (the same one from which you fired down at the Outlaws). Position these Archers overlooking St. Columb Minor. In addition, place Burning Logs along the Stone Walls. Build Man Traps along the wall's base to deal with any enemy Laddermen who get close to your walls.



Use your Archers to take out the troops at the Siege Camp, then move in your Spearmen to destroy the camp.

When your defenses are ready, send your army to attack. This is an Archer fight. Move your Archers in close enough to fire. As you defeat the closest enemies, and you see your rear Archers sitting down. Drag a box around those Archers, then move them forward. Don't move all of your Archers or those in the front will stop firing. Keep up a constant rain of arrows on the enemy. When their troops are dead, move in with the Spearmen to destroy the Siege Camp and complete the objective.

While the Spearmen are tearing down the camp, send the rest of your army to your Castle through the gate in the western Wooden Wall. If you have built good defenses, you will not need them, but it is better to be safe than sorry. The Bull sends an army from his northwestern Castle. It moves right past your Archers on the hill. Build a Siege Camp near the hill. Your Archers can cause a lot of damage from the hilltop. Olaf lands his troops at the northeastern beach and sets up a camp to the east of Sternly on Toad. Close your Castle's northern gate. You don't want your enemies to feel welcome.

The Lost King Campaign



The Burning Logs you roll from your Castle walls eliminate Olaf's army and camp.

Olaf attacks first. When you see Catapults being built at his Siege Camp, release the Burning Logs. They roll across the ground, smashing Olaf's Catapults and troops, and destroying his Siege Camp as well. Turn your attention to the Bull's army. Because of the forests, you cannot use Burning Logs as effectively here. Therefore, concentrate your Archers on the towers and top of the wall so they can destroy any Catapult that comes into range. After you reduce the armies, open your gates and send out Spearmen and Archers to finish off the troops and destroy the Bull's Siege Camp.

Tip

Build a Lookout Tower on the hill's edge to give your Archers on top of the tower greater range.

The final objective is to kill the Bull. To do that, you have to storm his northeastern Castle. Because you have a large army, start it marching in that direction. At your Castle, build an Engineer's Guild. This lets you build your own siege weapons. However, don't build Catapults here. They move slowly. Instead, build a Siege Camp near the Bull's Castle, and build your Catapults there.

For the assault, you should have at least 75 or more Archers and 50 Spearmen. You have to access the enemy Castle by crossing a bridge to the Castle's east. Position your Archers across the bridge, on the west side. Move your Spearmen north of your Archers and build a Siege Camp west of them. This allows your Archers to fire on enemy troops who come out to attack your camp.



Use the Catapults to take down the Bull's Castle walls.



The Bull is getting ready to flee from your army.

By now you should have lots of gold if you have been heavily taxing your Peasants. This allows you to buy lots of Catapults. The Bull has Burning Logs along his walls. Stay out of their way. Build about eight Catapults and have them target the Castle's southeast corner. After it is down, take down the tower west of the corner, then go north along the eastern wall, taking out the Gatehouse as well. Attack the Burning Logs from a diagonal instead of straight on or they will come at you. After you take down the eastern walls, move your Archers forward to clear out enemy troops in the Castle's northern part, using Spearmen for support as needed. The Bull is on horseback in the Castle's northwest corner, looking ready to ride away. After the path to the enemy Keep's north is clear, send in your Spearmen to get the Bull. As you approach, he rides away, but your mission objectives are now complete.

Chapter 5: Return to the Monastery

Part 1

Briefing

William has always been too trusting, and this time it has been his undoing. Choosing Edwin as an ally was an ill-judged move on William's part, and here I am to pick up the pieces.



Objectives

- Kill Olaf.

Failures

- Your Lord dies.

Hints and Tips

- Protect your Archers at all costs. The assault will be nearly impossible without them.
- Catapults are very useful in this mission. Remember they are just as effective at targeting troops as they are hitting walls.
- Moving troops into range of Olaf's Axe Throwers is suicide and even huge armies will be decimated quickly, very quickly.
- You must destroy Olaf's Fire Ballistae that face your army as soon as possible, no matter the cost.
- Be wary of destroying walls before you have dealt with the Ballistae inside.

Walkthrough

This mission puts you in the action at the start. Your army faces four enemy Fire Ballistae positioned between you and Olaf's Castle. If you don't act quickly, they will destroy your army before you can even get close to the Castle walls. Send your Spearmen in two groups to attack each Ballistae pair. Don't worry about losing some of your Spearmen. You must destroy those Ballistae. Olaf will send some troops to defend his Ballistae, so be ready. After you destroy the large weapons, pull your Spearmen back. The enemy troops have been ordered to kill your Lord. Therefore, you can use him as bait. Lure the enemy troops into the range of your Archers and Catapults—keep your Lord moving around so they can never get a hit on him.



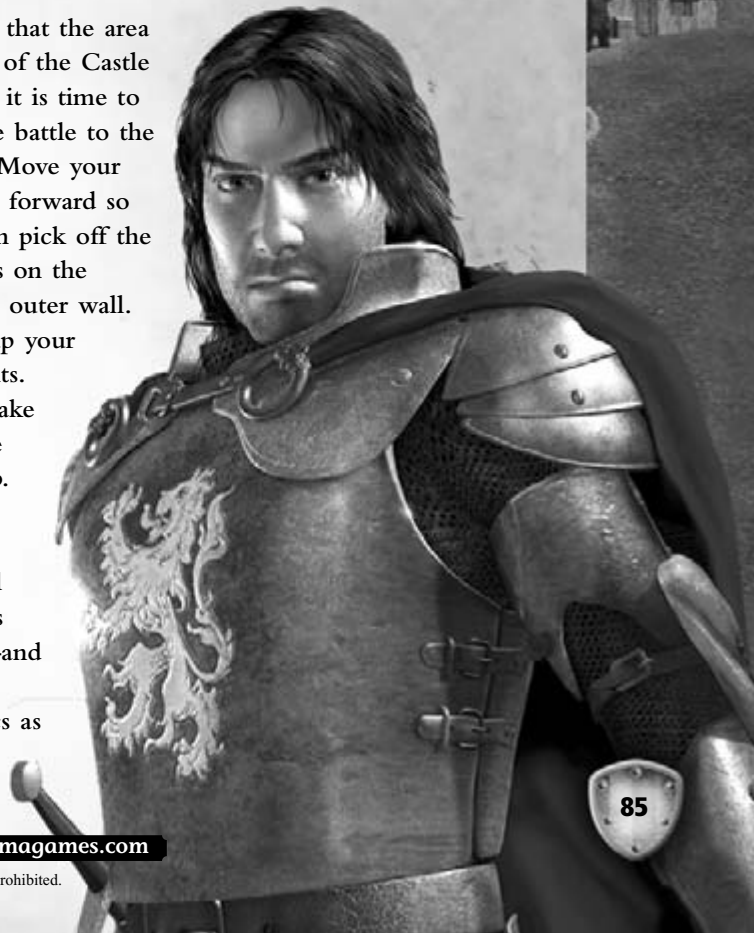
Use your Spearmen to take out those Fire Ballistae.



Don't break down the walls until you eliminate each set of Fire Ballistae.

down the walls. This would give the Fire Ballistae inside a line of fire at you, so keep those walls up. Instead, move a Catapult or two close enough so they can shoot at each Fire Ballista. After those behind the outer wall are destroyed, make a small opening in the wall—you will have to defend this Castle later, so minimize the damage you cause—and move in your Archers and Catapults to clear the middle, then the inner walls using the same tactics as on the outer wall.

Now that the area outside of the Castle is clear, it is time to take the battle to the Castle. Move your Archers forward so they can pick off the enemies on the Castle's outer wall. Bring up your Catapults. Don't take



Part 2

Briefing

The Country is being torn apart by Barclay and his allies, and here we are again, back where we started. It is very frustrating. At least for now our mission is clear.... Defend.

Objectives

- Rebuild ruined Monastery
- No enemy left on map

Failures

- Your Lord dies.

Walkthrough



You must build up a Castle, though Olaf has left a few structures for you to start with. Start with building materials and food.

Now that you have taken control of Olaf's Castle, you must not defend it. In addition, you must provide stone for the western Monks so they can rebuild their Monastery. Therefore, you need to start up a settlement. You have some of the basic structures and Peasants will shortly arrive. However, because your Stockpile is empty, you need to wait until your Woodcutters bring in wood before you can build new structures. As the wood arrives, you build a couple more Saw Pits. Get a Wheat Farm going, as well as the accompanying Mill and Bakeries as wheat and flour arrive in the Stockpile. You need to get stone production going, so build a Stone Quarry and an Ox Tether at the white rocks west of your Castle.

Note

Because wood is a limited commodity at this mission's beginning, only build structures as you need them. For example, don't build the Mill or Brewery until the Farmers have brought in wheat and hops, respectively.

While you wait, make more room inside your Castle. Because you will only need the outer walls, get rid of the inner walls using the Delete tool. Repair the outer wall and extend the eastern edge in a straight line, rather than curving it to the north. You want a flat wall facing south so you can later build Wall Mounted Rolling Logs across it to deal with enemy attacks.



Rebuilding this Monastery is one of your objectives. All you have to do is provide the stones, and the Monks take care of the rest.

The Lost King Campaign

In addition to producing food and other commodities, you need lots of weapons. Build several Fletcher's Workshops, an Armoury, and a Barracks. You also need a Treasury so you can tax your Peasants, because an army requires gold. Begin creating Archers, and when you add a Poleturner's Workshop, you can add Spearmen to your army as well. Position your army, including the Catapults, near the Stone Quarry so you can use them to take on the enemy as needed.

Around the year 1071, your enemies will send an army to go after the Monks near the Monastery. You will not have a strong enough army to deal with them yet. However, if you build a couple of Wall Mounted Rolling Logs on your wall's western part, and you time it just right, you can eliminate the entire army as they move toward the bridge southwest of the Castle. If the enemy army makes it across the bridge, you will have to create an army to defeat them so the Monks can carry stone to their Monastery unmolested.

A few years later, another enemy army appears in the south. It consists of Archers, Spearmen, and Laddermen. They move toward your Castle and build a Siege Camp. When this occurs, pause the game and build a few Wall Mounted Rolling Logs on the walls of your Castle north of the enemy. Release them to destroy the enemy camp and army. Finish off the survivors with your own army.



Burning logs will roll over your enemy's camp and army, destroying most of them. The key to this tactic is positioning the logs in the right spot on your wall and timing their release for maximum effect.



If the logs destroy Barclay's army, move in your army to clear the battlefield, using your Catapults for bombardment.



The Monastery is repaired.

As the Monastery approaches completion, Edwin sends a large force to try to destroy your Castle and army. Use Wall Mounted Rolling Logs to take out his Siege Camp, Catapults, and army, with your army moving in to finish off survivors and clear the map of enemies. After that, wait for the Monks to finish, and the mission concludes.

Chapter 6: Olaf Grimtooth, Your Time Has Come

Part 1

Briefing

Sir William is disheartened after hearing the news. He cares little about the demotion, but does not understand why the bond of trust between himself and the King has been broken. I have done my best to relay the stories I have heard.



Walkthrough



Establish a large Castle filled with all types of structures.

This is a long mission. There is a lot to do and a big map to cover. You begin with a northwestern Estate. Build up your Estate with the normal structures. Begin producing an army soon after you get wood,

stone, and food production going. Your Estate regularly comes under attack. Luckily, you only must worry about raiding parties. Put up Stone Walls along the borders of your Estate so you can use the land within for structures. Archers on the walls protect your Castle against anything coming at it.

Objectives

- Kill: Olaf
- Control a number of Estates: 6
- Kill: Edwin
- Complete all quests

Failures

- Your Lord dies.

Hints and Tips

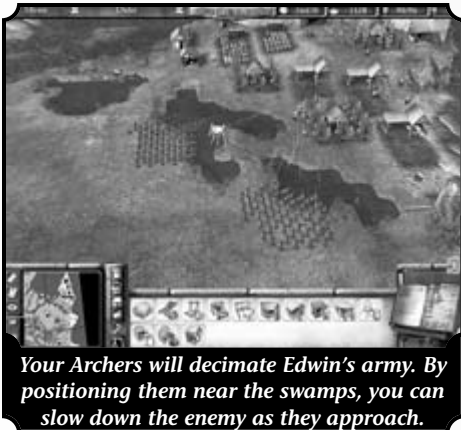
- Try and defeat Olaf early before he has a chance to fortify his position.
- Capturing Estates will increase your position and weaken Edwin's.
- Killing Pits are very effective against powerful armored units.
- Burning Logs and Pitch Ditches will be key for defeating the final invasion.



Olaf's Castle is easy to destroy.

The first task is to kill Olaf. His Castle is to the east. Assemble an army of 50 Archers, 35 Spearmen, and a few Catapults, then send them east. To eliminate Olaf, knock down a few of his walls using the Catapults, then order them to fire at his troops inside. Move your Archers up to also fire at Olaf's army. Keep this up until most of his units are dead, then send in the Spearmen to finish him off.

The next objective is to begin capturing Estates. Most of these have a garrison of troops protecting them. However, a mass of Archers with Spearmen support will clear them out and make these Estates yours. Take all of the Estates except for Edwin's northeastern Castle. Edwin sends out attacks against you, but if you position a force of Archers and Spearmen southwest of his Castle, they will deal with any raids before they can try to take back the Estates you captured.



Your Archers will decimate Edwin's army. By positioning them near the swamps, you can slow down the enemy as they approach.

Before you finish this mission's first part by assaulting Edwin's Castle, build up your army. Your army is the only thing you can take with you to this mission's second part, along with any gold and Honor you have earned. To be successful, you should have an army with at least 120 Archers, 60 Spearmen, and 30 Crossbowmen. The more you have the better.



The Spearmen move in to get Edwin.

As you begin your attack, position your Archers at the edge of Edwin's Estate and advance them until they can attack Edwin's troops outside of his Castle. From this position, you can eliminate most of Edwin's troops when they engage you. Just Stay out of range of his Crossbowmen on the Castle walls. After you reduce the enemy army, select the Market at your Castle and sell everything in the Stockpile and Armoury. Because you can only take gold to the mission's next part, liquefy your assets. Then you can either create a breach in the wall or have Laddermen place ladders on the wall. Limit the damage you cause because you will must defend this Castle during this mission's second part. Send Spearmen rushing up onto the walls to clear out the defenders, then to the Keep to get Edwin and complete your first set of objectives.

Part 2

Briefing

Things are getting out of hand. Sir William is no longer being courageous, but foolhardy. Worse still, I am about to follow him into the jaws of death. Nevertheless, I have no choice.

Walkthrough

You now have command of Edwin's Castle. You should have a sizeable amount of gold. With it you can buy everything you need; you won't have time to gather a lot of resources. Repair the Castle and organize your army. Buy weapons and train new troops. Place some Braziers along your Castle walls so your Archers can shoot fire arrows.

The first threat you face is by raiding Knights. They appear in the map's southwest corner. If you position part of your army near the bridges they use to approach your Estate, you can block them and eliminate them before they cause any trouble.

Keep an eye on the timer so you know when the main assault will come. Buy pikes and armor so you can create about 50 Pikemen. You need them to stop enemy Swordsmen if they get close to or into your Castle. Also, as the assault nears, use the Delete tool to clear out all of the structures outside of your Castle, such as Farms and such. Build Towers and other defensive structures so you can put your Archers up high and closer to the enemy. Also make Pitch Ditches between the swamps to funnel the enemy troops to a fiery death.

Objectives

- No enemy or invasions are left.

Failures

- Your Lord dies.



The Lost King Campaign

When the assault arrives, place your Archers and Crossbowmen next to the swamps so they can fire on the enemy as it approaches. Target Trebuchets with your Catapults if you still have them from your assault. Move your Pikemen to fill in gaps in your line and to deal with the enemy Swordsmen. You receive some help from an ally halfway through the attack, but you still take the brunt of the enemy force. As the enemy troops thin out, send Spearmen to destroy enemy siege engines and camps to prevent further attacks and to complete your objective of destroying all invading forces.



Chapter 7: Defense of the Abbey

Briefing

Barclay is sure to want revenge. Seren has given me charge of the Abbey. Somehow, I must turn it into an impenetrable fortress, and I have very little time to do it.



Walkthrough



Purchase this Estate at the mission's start. You need all the pitch you can get.



Release your Burning Logs so they take out the complete line of enemy Archers.

While the main objective of this mission is to survive a major assault, you will be attacked several times throughout the mission—so stay alert and ready to defend. Get your Castle up and running. Mine iron at the start because you need it to create Swordsmen, who are vital to winning this mission. In addition, you need lots of Archers and Spearmen to cover the walls and either shoot at the enemy or knock down ladders.

Objectives

- No enemy or invasions are left.

Failures

- Your Lord dies.

Hints and Tips

- Purchasing the Estate next to you will provide a constant supply of pitch.
- Make sure you have plenty of men patrolling the walls to repel ladder attacks.
- Start production of Swords and armor early.
- A well-positioned Tower mounted Ballista can be very effective against sieges.
- Burning Logs can light any pitch you place for a connecting trap that will devastate enemies.

Pitch Ditches make up an important part of your defense. Since you do not have any swamps in your Estate, purchase the Estate to the west and it will supply you with pitch. Make the purchase at the start to maximize the amount of pitch you will receive. As the timer for the main assault drops to about four-fifths, expect the first assault. You can knock it out almost entirely by releasing your Burning Logs so they roll over the columns of troops headed toward you. Order your Spearmen to patrol the walls so they knock down any ladders that are placed against your walls.



Ballistae in a couple of Towers put the hurt on the enemy.



Ignite the Pitch Ditches as the enemy Archers walk onto them.

Build a couple of round Towers and place Ballistae in them. Their long range will allow you to hit enemy troops while they get assembled prior to an attack. While Burning Logs cause a lot of damage to an enemy assault, you only have two racks, and they cannot always hit the enemy. Therefore, place Pitch Ditches in the areas not covered by the logs and ignite them as groups of enemy troops walk across them. Burning pitch is devastating to Archers.

For the final assault, you must face two separate enemies. One attacks from the southeast as usual while the second one comes at you from the southwest. No matter how good your defenses along the walls, the enemy will get ladders against your wall and pour a mass of troops into your Castle. Therefore, have 15 to 20 Swordsmen inside your Keep. This protects them from fire by enemy Archers and also allows them to block access to the top of the Keep where your Lord is positioned. If the enemy makes it to your Keep, move your Archers to Towers near the Keep to engage approaching enemies and send your melee troops to the Keep, as well. Recruit Monks from the Monastery to fight for you, as well; the Monastery is next door to the Keep.



Your Swordsmen hold the inside of the Keep and prevent enemy units from getting to your Lord.

Chapter 8: Hawk's Nest

Part 1

Briefing

Lady Seren has convinced the King of Sir William's true allegiance, and he rides out with renewed vigor to raise an army. A message has arrived from a desperate Sir Grey. William is trapped in the Hawk's lands. I must ride to their aid immediately.



Walkthrough



Rush mounted mercenary units past the enemy to get to William.



Lead William and his army south out of his wooden fort and to your Keep.

This first part of this mission is tough, but it is direct and to the point. Don't worry about your Castle. Instead, you need to mount a rescue operation. You begin with a small force of troops. However, you could use some additional, faster units. Build a Mercenary Post outside of your Castle, then spend your gold on 10 Horse Archers. Send them, along with your troops, to the Estate south of William.

Purchase this Estate, then build a Siege Camp on the eastern end. This allows you to build Fire Ballistae. Order two or three of these engines to fire at the northern enemy units. Target the Archers first. As the enemy takes damage,

Objectives

- Rescue William and return him to your Keep.

Failures

- Your Lord dies.
- Dead: Sir William.
- Time until defeat: 48 months.

Hints and Tips

- To rescue William, you must reach him with your troops. Once he is rescued, you will be able to control William and his troops.
- Direct William back to your Keep to complete the quest.
- A combination of Fire Ballistae and Catapults is very effective against encamped siege armies.
- Remember, to take an enemy Castle, you need to control the Keep.
- To gain valuable resources, capture key Estates.
- Prepare for the final battle against the Hawk; it will be a big one!

race your Horse Archers west, staying south of the Stockpile in your new Estate, then north to William's gate. Continue to William. After you reach him, you take control of William and his army. He has lots of Archers, so select them all in a group, then lead them out of the fort to your own Castle. Follow the same route the Horse Archers took to avoid as much enemy fire as possible. Get William to your Keep to complete this mission's first part.

Part 2

Briefing

Three of the Hawk's men control the majority of the Estates in this country. If we are to survive his coming onslaught, we first need to consolidate our position here.

Walkthrough



Lord Beaufort is even easier to get. Buy a force of Light Cavalry (a few) and Horse Archers (10) and send them riding to the northeastern Estate. The Horse Archers will deal with any enemy troops while the Cavalry knocks a hole in the Wooden Walls so your Horse Archers can fire in at Lord Beaufort and kill him.

Objectives

- Kill: Sir Hugo Blanc
- Kill: Duke de Montparnesse
- Kill: Lord Beaufort

Failures

- Your Lord dies.
- Dead: Sir William.

While you must take three separate Castles in this part, don't fret. Two of them are easy. Plus you have new ways to take down Castles. Duke de Montparnesse's Castle is southeast of your own. In fact, his Archers will fire at your Estate. To take care of this thorn in your side, build a large Tower by itself near the stone between the Duke's Estate and your own. Place a Mangonel on top as well as a group of Archers. Target the enemy's Archers and walls with your Mangonel. After you get a breach in the walls and clear out most of the defenses, send in your melee troops to get the Lord.





Blanc's Castle is the biggest. Breach the south-eastern walls, then send in a force of Swordsmen and Knights to take the Keep and kill the Lord.

Sir Hugo Blanc has the toughest Castle of the three to get into. For this you need to build up a decent army—but not too big. While doing this, set up your Castle and get it running effectively. Send troops to take over the map's small Estates so they pour resources and gold into your coffers. Blanc's Castle is protected by mounted engines on several Towers. Build Tunnel Entrances south of these Towers, then target the Towers. Engineers slowly Tunnel underneath and cause these Towers to collapse. After the Towers along the southern wall are down, bring up your army to a position southeast of Blanc's Castle, build a Siege Camp, then a two or three Trebuchets to pound the Castle and to create a breach in the walls. Before you

move in to get Blanc, take time to make sure your Castle is ready to defend itself. There is no time limit to get Blanc. However, there is a time limit for part 3. The better prepared you are at the end of part 2, the easier part 3 will be. Rush in a force of melee troops, including Swordsmen and Knights, to get the Lord.

Part 3

Briefing

Pascal will soon finish his bridge. We need to work fast at strengthening our defenses for the coming attack.

Walkthrough



Bombard the Hawk's men, who assemble southwest of your Castle.

You must defend your Castle against a southwestern attack. Include lots of Burning Logs along your walls as well as Mangonels in Towers. The Hawk's men assemble outside of your Castle and wait for a while, allowing you to bombard them. Send Burning Logs rolling at your enemy's Siege Camp when it is built and you will not must worry about siege engines. The Bull will bring his army later. Have a fast force of troops ready to go after his Siege Camp. After the two enemies are together, they attack. However, the Hawk does not have much left to send at you. Hold your Castle against this assault.

Objectives

- Kill the Hawk.

Failures

- Your Lord dies.
- Dead: Sir William.



It is time to attack the Hawk's Castle. Use Trebuchets and Tunnels to bring down the enemy's eastern defenses. Follow up with a large force of Archers to help clear out enemies. Rush in with melee troops to take the Keep and the Lord.

Chapter 9: Lord Barclay's Castle

Briefing

William and the King have mended their bond of trust and we are ready for the final assault. The King has laid down the plans for our three-pronged attack, with each of us commanding a separate battle.



Objectives

- Kill: Lord Barclay

Failures

- Your Lord dies.

Hints and Tips

- A coordinated attack with the King and William is the key to success.
- You can capture and open Gatehouses by placing troops on top of them.

- Take out mounted siege equipment before moving into the Castle.
- Beware of the log traps that Barclay has set for you.
- Use your Laddermen wisely.
- Take care of your siege equipment. You will not be given more.

Walkthrough



Take out these mounted siege engines before advancing toward Barclay's Castle.

This mission is a siege. You have an initial army of troops and siege engines. What you begin with is all you get, so carefully use it. Your first task is to destroy the enemy-mounted siege equipment. Order one of your Trebuchets to set up on the narrow tip of land to the right of the road leading to the Castle and overlooking the stream. From here you can target two of the Towers to the road's left, the wall alongside the road, and even the Gatehouse at the road's end. It will take some time because Trebuchets are not accurate, but your patience will be rewarded.

Your next task is to let the King's forces into the Castle. Send your Macemen running through the breach and to the Gatehouse near the King. You must clear a nearby Tower first, then rush in to kill the Archers on the Gatehouse to secure it and open it. The King then sends in his army to attack Barclay's forces.



Take control of the Gatehouse near the King's army and let it inside the Castle.



Secure this second line of walls so you can position your siege engines to bombard the defenses near Barclay's Keep.

Use a few Laddermen and Spearmen to secure the second wall leading toward Barclay's Keep. This allows you to bring up your siege engines and place your second Trebuchet out of range of the mounted siege equipment Barclay has on his third wall. Give the Trebuchet time to bring down the walls and Towers.



Barclay has traps and Pitch Ditches near his Keep. Send in a few expendable units to trigger them before the rest of your army.

After the Trebuchet has done all it can, move up the siege engines you have been saving and hit the rest of Barclay's defenses. After you reduce them somewhat, send in your melee troops to go after Barclay and complete the mission for you.

Chapter 10: Siege of the Abbey

Briefing

In truth, I have grown weary of Sir William's endless charging about this country, achieving little. Barclay and the Hawk are dangerous men, but only through them can I gain the power I now crave.



Objectives

- Kill Lady Seren.

Failures

- Your Lord dies.

Hints and Tips

- Beware of traps. Send in less valuable troops to clear them out.

- Allow Barclay to draw Seren's attention before you attack.
- Try to clear some of the men off the walls before using Laddermen.
- Don't charge in with your Swordsmen or Pikemen first. Save them for Lady Seren.

Walkthrough



Your troops must scale the wall at this wide spot near the Monastery and Keep. But avoid moving your troops in front of the Burning Logs on either side.

With proper timing and disciplined movement, your units can scale the wall, storm the Keep, and eliminate Lady Seren within a few minutes. Organize before rushing into battle. Spend the mission's first few seconds grouping your various unit types and assigning each a hot key—Spearmen to [1], Macemen to [2], etc. Study the wall's right side and locate the wide section where no Burning Logs are deployed, opposite of the Monastery. This is where your Laddermen need to place their ladders. Once on the wall, your units must descend the nearby stairwell and gain entry into the Keep.

Wait for Barclay's troops to make their presence known on the Castle's left wall before moving your troops forward. Your Spearmen and Archers are expendable, so move them in first to trigger the various traps around the wall. Position them in a line formation so they cover as much ground as possible, and move them forward in a zigzag pattern. Trigger one of the Burning Logs as well as any Man Traps at the wall's base. Your Laddermen should follow a safe distance behind, setting their ladders against the wide portion of the wall. Get your Macemen, Pikemen, and Swordsmen up the ladders. Use the Macemen to wipe out any Archers along the wall, particularly near the stairwell. The Pikemen make quick work of any other troops.



Use your Spearmen and Archers to set off the various traps before sending in the Laddermen and the rest of your troops.



Distract the enemy troops guarding the Keep by attacking them with your Pikemen. Meanwhile, move your Swordsmen into the Keep and rush them to the rooftop to kill Lady Seren.

Rush your troops along the wall and use the stairwell to reach the Castle grounds. Attack the guards outside the Keep with your Pikemen while your Swordsmen slip past and enter the Keep. There is no resistance inside the Keep, so move the Swordsmen to the rooftop, where they encounter Lady Seren and a few Archers. The Archers pose little threat to your heavily armed Swordsmen so focus on Lady Seren. After a few seconds of combat, she'll fall to your superior numbers, earning you another victory.

Chapter 11: Treachery

Part One

Briefing

I feel sorry for William, but I have chosen my path and I will see it through. Before I approach William's Castle, however, I must first establish a foothold in his lands.



Objectives

- Capture Estate: Upwey

Failures

- Your Lord dies.

Hints and Tips

- Destroy the bandit camps and fortify your position before moving on William.
- Defend your villages. They are a key factor for victory here.

Walkthrough



Your Archers are your fastest units, so rush them north to capture Wintertop and begin iron production immediately.

Before expanding east, set your sights on the northern Estates. As the mission begins, Wintertop is undefended and easy to capture. Rush your Archers to this Estate and build Iron Mines on the cliffs, carting the raw materials to your Castle. But don't let your guard down. An Outlaw's Camp is in the neighboring northern territory. Raise a moderately sized attack force to destroy this camp. Eliminating this camp secures your northern flank, allowing iron production to continue in Wintertop without interruption.

While expanding to the north, don't neglect your Castle's situation. Put the idle Peasants to work and take steps to halt the downward trend in Popularity. Take care of the rats and piles of gong. Next, focus on building Popularity. To do this, build a Church and support it with a massive candle industry, so exulted masses can be held. Keep Popularity as high as possible so you can support a high tax rate to pull in gold. The higher population, the more taxes generated, so build several Hovels and support the population boost with tightly constructed Hunter Posts. Raise taxes and the population till you're bringing in at least 100 gold per month. You must also raise Honor to recruit the Knights and Mercenaries required to attack Sir William's eastern Estates. Use the Lady's Bedchamber (supported with cloth and a Lord's Kitchen) to hold dances and build multiple Statues to establish a steady flow of Honor.



Offset the negative impact of a high tax rate by offering double rations and exulted masses at a Church.

Tip

The Outlaw's Camp in Scarcliffe is a constant nuisance to Sir William's troops. But the distraction works in your benefit, keeping his troops from attacking your Castle. Wait for them to destroy the Outlaw's Camp before moving into Scarcliffe. Place Burning Logs on your Castle's eastern wall and roll them into Scarcliffe before the attack.

After your Estate is in order, produce troops for the expansion into the eastern Estates. Put your Peasants to work by converting the Wintertop iron into swords and metal armor. Knights are expensive, but they're worth the price. Support them by building a Mercenary Post and recruiting Horse Archers. Move through both Scarcliffe and Tinhill with your Horse Archers, using them to capture each Estate. Follow up with Knights to protect your new Estates from the inevitable counter-attack. Build Towers and other defenses near the bridge between Tinhill and Upwey. The bridge is a chokepoint, allowing Archers and other projectile weapons to focus on a small area for maximum carnage. Hold at Tinhill until you can afford enough Horse Archers and Knights to capture Upwey.



Horse Archers can capture Estates like Scarcliffe and Tinhill, but you'll need heavier units like Knights to defend them from counter-attacks.



William puts up a good fight to maintain control of Upwey. Use your Horse Archers to draw his forces into Tinhill, then defeat them with your Knights. When Upwey's defenses are low, rush in to capture it.

Part Two

Briefing

Now that I have made a chink in his armor, it is time to take the fight to William himself. My heart tells me he may yet still join with me, but my head tells me this will be a fight to the death.

Objectives

- Kill Sir William.

Failures

- Your Lord dies.

Walkthrough

Soon after capturing Upwey, both you and William receive reinforcements. The Bull arrives from the south, moving his troops into Upwey. Meanwhile, Sir Grey joins the fight to give Sir William a hand. Let the Bull and Sir Grey fight over Upwey while you revitalize your assault force.

Recruit more Knights if you can afford them. Otherwise, settle on Swordsmen. If you haven't already, station Archers near the Tinchill bridge to prevent William's troops from infiltrating your Estates. Sir Grey will move his troops into Upwey. Give the Bull's forces a hand by throwing your Knights and Swordsmen against Grey's large force of Archers and Crossbowmen. Attack any Crossbowmen and Swordsmen first, as they inflict the most damage. Sir Grey's troops fall, but you still need to protect Upwey from William's counter-attacks.



The Bull's troops arrive, helping secure Upwey from a massive counter-attack.



Don't let Sir Grey's Archers intimidate you. Charge them with your Knights and Swordsmen. Deal with his Crossbowmen first, then hack and slash the Archers.

When Sir Grey is out of the picture, set your sights on Shapwick, William's northern Estate. Recruit more Knights and Swordsmen before launching the attack. Before your troops move in to attack, soften up any forces near the Shapwick settlement with some Catapults. Capturing Shapwick is necessary to begin the siege on William's Castle, so push troops into the Estate until it's yours.

Pour troops into Shapwick and hold it while preparing for the siege. Build a couple of Siege Camps and use them to produce Trebuchets. Use the Trebuchets to pulverize the Castle's walls as well as structures within. If William tries to counter-attack, defend your Trebuchets with Knights, Swordsmen, and Archers. Pound William's Castle till the front half is nothing but dust and rubble.



You must capture Shapwick so you can set up Trebuchets to knock down the front half of William's Castle.

The Lost King Campaign

Despite the destruction dealt to William's Castle, he still has several units inside capable of putting up a good fight. Gather 50 Knights and other mixed units before marching into the Castle and storming the Keep. Avoid getting sidetracked by attacking small groups of units. Instead, move toward the Keep, allowing the Knights to lead the way. Even William won't stand a chance against your overwhelming force, but that won't stop him from fighting to the death. Capturing William's Castle puts you one step closer to claiming the kingdom as your own.



Raise a huge assault force of Knights and race into William's Castle, heading for the Keep.



Even if a handful of your Knights make it to the Keep's roof, they'll have no problem retiring William.

Chapter 12: To Capture a King

Briefing

My destiny is at hand. The only acceptable outcome from today's fight is my coronation. I must reach the King before the others if the crown is to be mine.



Walkthrough



Before moving ahead, use your Catapults to knock out the two nearby Towers.

The King's defeat is a certainty, but the crown is up for grabs. There's no time to waste, so pause the game and group your units, assigning hot keys to each type. Select your Catapults and

target the nearest Tower—one or two volleys should take

it out. When the Tower is down, move the Catapults halfway across the bridge and take out the next Tower overlooking the path leading to the Castle's front gate. While the Catapults pound the second Tower, move your troops across the bridge and up the nearby path.

Objectives

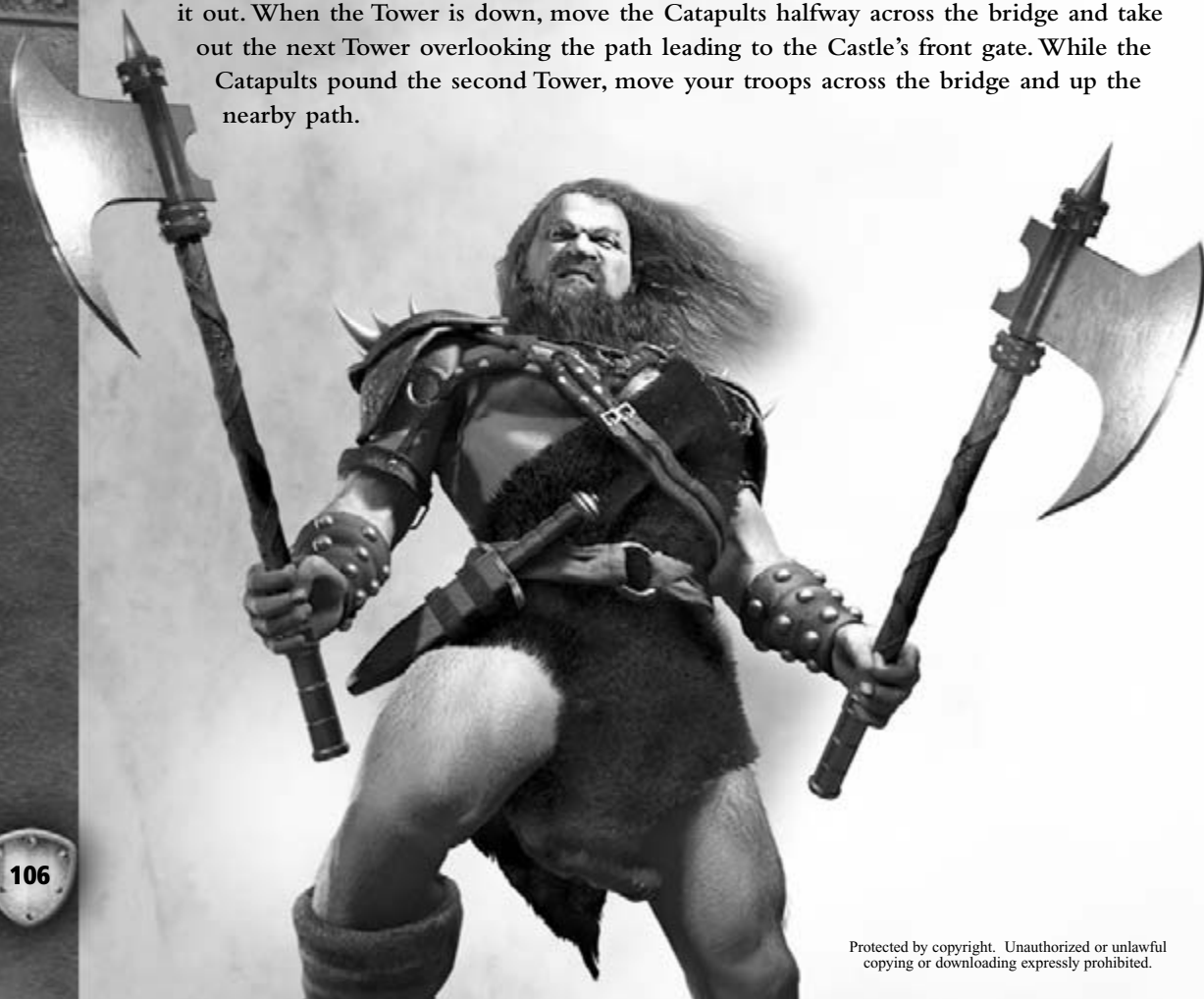
- Player kills the King

Failures

- Other Lord kills the King

Hints and Tips

- You will need to move quickly to reach the King first.
- Catapult fire can damage friend and foe alike.





You must breach the Castle's front wall with your Catapults. Move your troops in when a hole is made, but order your Catapults to halt their firing first.



The second interior wall's weakest point is the large round Tower. Use your Catapults to pulverize it.

Speed is important on the way to the Keep, but don't ignore the dangers. Several traps (including Killing Pits) are between the secondary wall and the Keep. Let other troops move ahead of your units to trigger the traps, then maneuver around them. After the Keep is in sight, pause the game and scan the rooftop for the King. Order your Lord, Knights, Swordsmen, and Macemen to attack the King in an effort to reach him before the other armies. The race is tight, but if you plan properly and time things right, you can claim the crown for yourself.



The crown is within reach! Move your Lord and troops to the roof of the Keep and attack the King to ensure a victory.

The Kingmaker **and Multiplayer Games**

This section covers both the Kingmaker missions found in the Path of War single-player games as well as the Multiplayer games. The same maps are used. The only difference is whether the opposing Lords are controlled by the computer AI or other humans. Several of these maps have Estates with a small amount of territory where you will be close to your opponents. These maps can lead to battles where the one who can build an army the quickest is the victor. Other maps are larger and allow for building large settlements and massive Castles. Use the same strategies and tactics you have learned in the two campaigns as well as those presented in previous sections to defeat your opponents and take over their territory.



Look for Estates that contain resources you need, and determine if you can defend them against enemy attacks.



Australia



Stats

Possible number of Lords: 4

Total number of Estates: 7

Notes



Australia offers few boundaries on the borders. Instead, you can march or ride into your opponent's territory and attack.

All of the Lord Estates contain the basic resources—stone, iron, and timber. The other Estates also offer some of those resources while the Estate on the island in the southeast corner already has iron production at the start. Be careful about purchasing Estates until you are able to defend them because all Lords begin close to one another. Some of the Estates, such as the westernmost Estate, are large, offering a lot of room for expansion. However, some of the smaller Estates allow for quick transportation of resources and commodities because everything is close to one another. A good place to start is the southeastern Lord Estate.

Because of the stream, you can build a wall across the north and western borders of your Estate and prevent your opponents from getting to the two southern Estates.

Baltic



Stats

Possible number of Lords: 5
Total number of Estates: 13

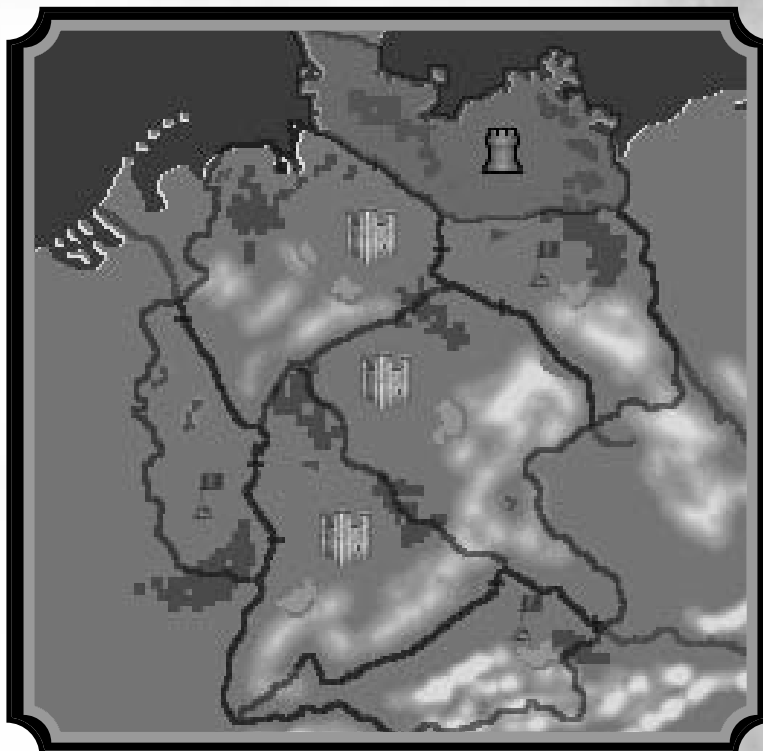
Notes



This Estate provides you with iron.

On this map, all of the Lord Estates contain timber and stone except for the northwestern one, which has iron. You can obtain the missing resource for each through the other Estates. Streams divide this, allowing for creative defensive strategies. However, it is not possible for any of the Lords to completely secure any of the other Estates with walls. Bridges offer chokepoints around which defenders can concentrate their forces. Control of bridges and narrow strips of land are vital for ensuring security as well as access to shipments from your controlled Estates.

Germany



Notes



The resource types to which you have access determine the types of defenses you can build. Without stone, you are forced to build Wooden Walls.

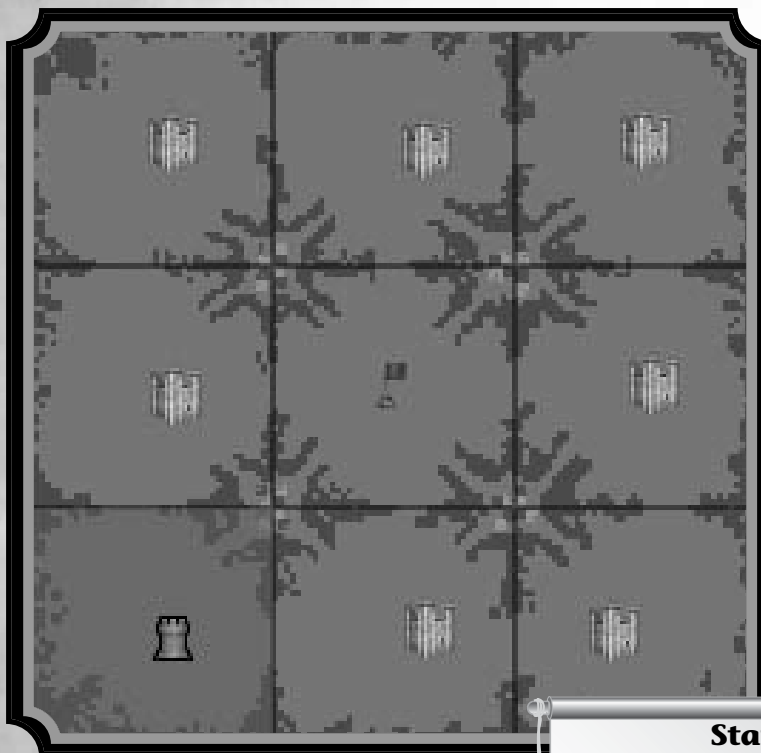
Stats

Possible number of Lords: 4

Total number of Estates: 7

All of the Lord Estates, except the northeastern one, have the three main resources. However, the northeast Estate has pitch. Streams form natural boundaries and the bridges become chokepoints. If you want to claim other Estates, you need a mobile army that can get around the rough terrain and barriers quickly in order to defend your territory against enemy invasion. In order to dominate this map, you must be able to defend your home Estate and also go on the offensive.

Grasslands



Stats

Possible number of Lords: 8
Total number of Estates: 9

Notes



Spend Honor for Promotions. This increases the structures you can build and units you can train.

This map features eight Lord Estates surrounding another Estate. None of the Estates offer iron and the stone is in four main areas—each where the corners of four Estates' boundaries come to a point. Therefore, to protect your own stone production, you need to position defenses near the resource, but you cannot enclose it. Don't choose one of the corner Estates for your home because it is easy for opponents to cut you off. However, purchasing the central Estate is not a good idea because your opponents can also easily access this territory and take it away from you. The key to victory here is to knock your neighbors out of the game to prevent being closed in.

Great Britain



Stats

Possible number of Lords: 8

Total number of Estates: 16

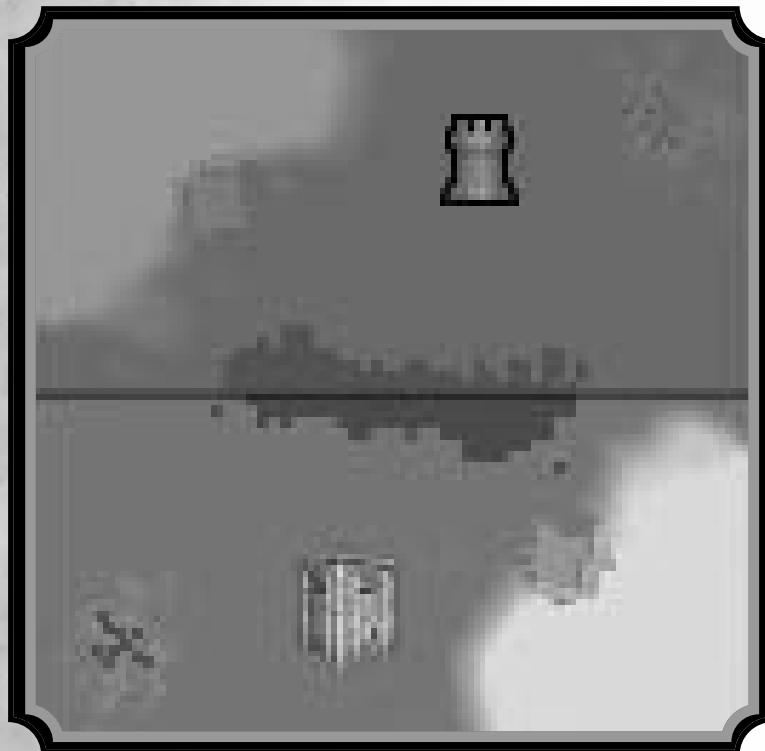
Notes



Where you place your Stockpile and Granary affects the efficiency of your Castle.

This is the largest map available for Kingmaker and Multiplayer games. Each of the Lord Estates has either stone or iron. Some of the other Estates can be easily protected because the only access to them is through a Lord Estate. Because there are so many Estates on this map, most of them are small. Archers in a Tower on your border will be able to fire at units in a neighboring Estate—possibly even at an opponent's Keep! Therefore, get some walls up and protect your Estate, or your enemies may position their defenses so as to wipe out your working Peasants. The Northernmost Estate is one of the most secure.

Middlewood



Notes



Build up a good-sized community with the open space available.

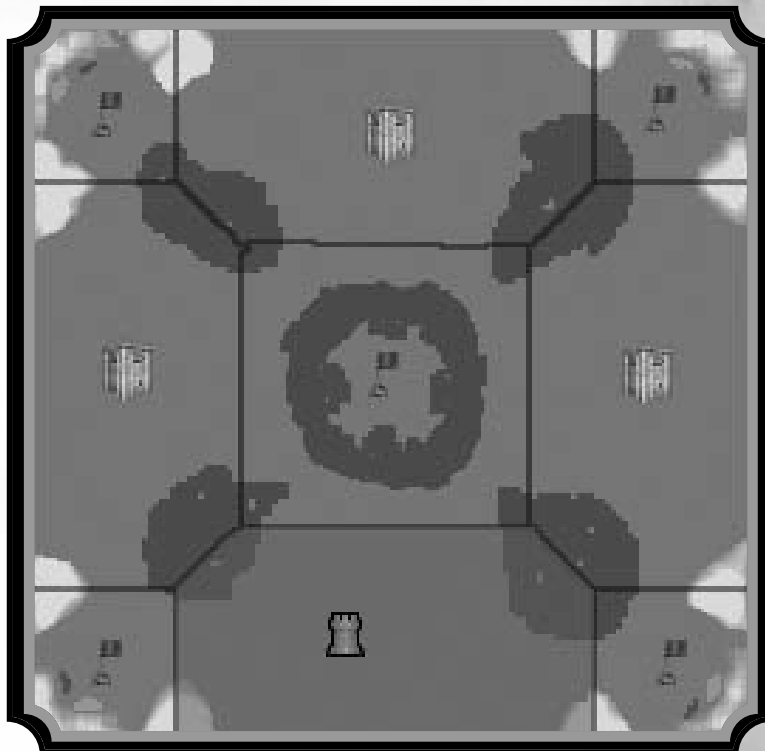
Stats

Possible number of Lords: 2

Total number of Estates: 2

This map is a duel between two Lords. There are only two Estates—yours and your opponent's. A single, long, straight wall secures your territory. Each Lord also has plenty of room to expand as well as a good supply of wood, stone, and iron. Because you only face one enemy, send an attack force to raid your opponent, killing the Peasants or knocking down structures. Be ready to repel the same type of attack against you.

The Four Woods



Stats

Possible number of Lords: 4

Total number of Estates: 9

Notes



This map is interesting—the four Lords are in the four compass directions with four other Estates in the corners and one Estate in the middle on an island surrounded by pitch. None of the Lord Estates have stone or iron. Instead, each of the corner Estates contains these resources. Take control of at least one of these Estates. Denying these corner Estates to your opponents gives you a further advantage. Because you start with only wood, build lots of Saw Pits so you can get Wooden Walls up to protect your Estate.

USA



Stats

Possible number of Lords: 8

Total number of Estates: 12

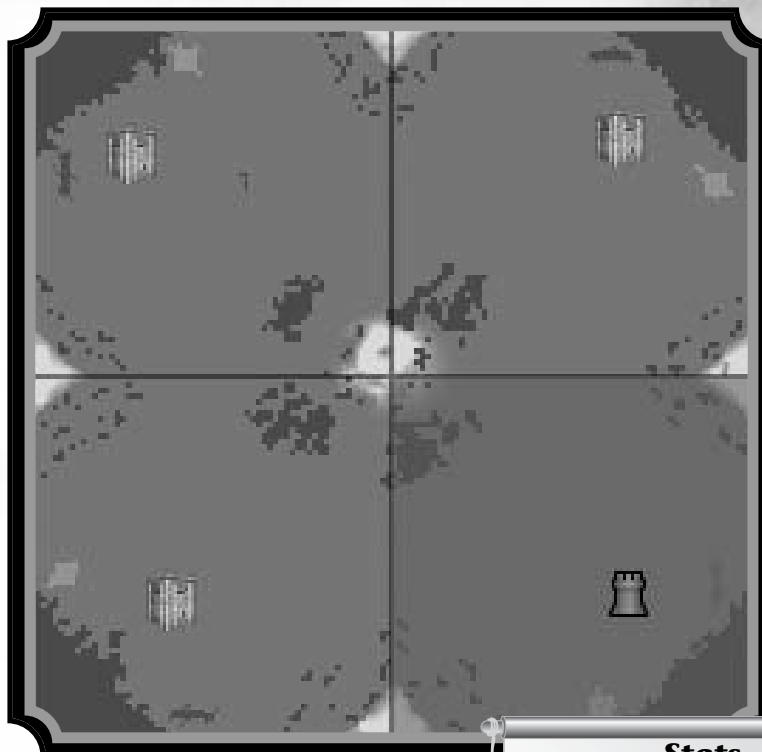
Notes



The eastern Estates are close together in small territories.

This is another interesting map. Some Estates have only one resource while others have all three. In the northeast, you can have three Lords' Keeps close to one another, while the west is more spread out. If you have the southernmost Estate (Mexico), you can block access to three other Estates and prevent your enemies from reaching them by walling off your northern border. To win this map, eliminate your neighbors to add their territory to your own and prevent others from expanding. While there are a few streams that create barriers, several borders between Estates are open ground.

Volcano



Stats

Possible number of Lords: 4

Total number of Estates: 4

Notes



The volcano is in the center of the map where the corners of all four Lord Estates come together.

This map consists of the four Lord Estates. Each has all three resources as well as plenty of room to expand. The volcano is located in the map's center, but does not play any role in the game. Position your Stockpile near the forests and the stone so you can quickly add these resources to your supply. Because of the open land, you can efficiently position your structures to minimize travel time for your Peasants and maximize efficiency. Because your resources are in your Estate's far corner, you can wall yourself in and never have to send Peasants outside of your Castle to work.



Sieges



Castell Y Bere

Briefing

Built on a steep rocky spur high above the Dysynni valley, Castell Y Bere is a good example of a Castle made by the Welsh Princes. It features low curtain walls and two elongated D shaped towers both typical of the Welsh style. The steep rocky inclines add to the Castle's defensive properties. The Castle eventually fell to the English during King Edward's conquest of Wales in 1283.

Attacking the Castle



Your attacking army.

Options for attacking this Castle are fairly limited. You don't have many siege engines and the few you have will usually be destroyed by the defender's Archers before they can cause much damage. Therefore, concentrate on using your soldiers for this assault.

Start moving all of your troops towards the Castle entrance. Keep them out of the areas where the burning logs can be dropped down on you. As they approach the walls, order your Laddermen to place their ladders along the two walls that run north and east of the Gatehouse. Keep your Macemen right behind them to scale up the ladders and attack the Archers along the walls firing down at your army.



Place ladders along these walls.



Eliminate these archers on the square tower to the Keep's northwest.

Send the rest of your army up the ladders as well. Use your Macemen to clear all of the towers. Before you consider going after the Keep, send your Macemen to the square tower in the northwest corner. The enemy Archers there shoot fire arrows at your troops that are especially damaging. Position your Archers on the towers around the Keep so they fire on enemy troops below as well as at the defending Lord. Then send your Spearmen rushing into the keep and to the top. Once the Lord is dead, the Castle is yours.

Defending the Castle



Burning Logs take out the enemy Siege Camp.

Defending this Castle is actually quite easy. The key is to act quickly from the beginning. Order all of your Archers around the Castle to assemble on the towers and walls that overlook the road leading to your Gatehouse. Since some take longer to get there, your order should be given right at the start. Also order some Spearmen to patrol the walls along this area as well.

Next, select the easternmost Burning Logs and watch the attackers below. As soon as your enemy builds a Siege Camp, release the logs. They will roll down and take out the camp before your foe can even build a single siege engine. You have just made the mission much easier.

Now switch to the other Burning Logs and release them as the enemy Laddermen are approaching. If you time it just right, you can take them all out. Your Spearmen can knock down any ladders that get raised and then it is just a matter of letting your Archers fire until the enemy is completely eliminated. If the cowards run away, send a force of Archers out of the Castle after them to finish the task.



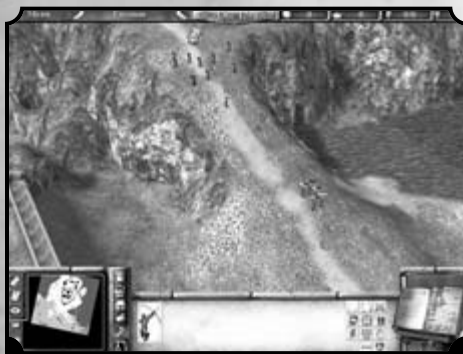
Archers on the walls massacre the attacking soldiers below.

Criccieth

Briefing

Perched on a rocky headland in Tremadog Bay with distant views across to its neighbor Harlech Castle, Criccieth Castle began life at the start of the 13th century. It is unclear who first built this Castle, but after King Edward I's second Welsh campaign, the English had control of it and made extensive improvements to it. A focal point is the Large Engine Tower, which was exceptionally strong and sturdy enough to support a siege engine like a Ballista or Mangonel. During the last Welsh rebellion, Owain Glyndwr's men ripped down the walls and set the Castle ablaze.

Attacking the Castle



A small group of Archers pick off the defenders guarding the road up to the Castle.

Attacking Criccieth Castle can be tough since it has a Mangonel that can fire with impunity at any advancing enemies. Therefore, start off small so that your enemy does not recognize the threat until it is too late. First send all of your Archers towards the Wooden Wall guarding the access road to the main Castle. Their job is to pick off the enemy Archers stationed there. This clears the way for you to bring up a Catapult to knock down a section of the Wooden Wall. Position your Archers and Catapult to the southeast of the Wooden Wall so the Mangonel can't hit them.

Now send a small group of Archers, approximately six or seven, forward through the breach. You want to move them just close enough to the enemy troops on the road so that you can fire at them. If they get too close, withdraw towards your main Archer force and any pursuers will be defeated. Continue using this hit and run tactic to clear the road of all enemy soldiers, including the Knight.



Storm the walls near the square tower.

With the road to the Castle clear, bring up your entire army and march them towards the square tower at the south end. The Mangonel will kill some of your troops, but keep moving. If you get in close, the weapon can't hit you because you are within its minimum range. Order the Laddersmen to place their ladders along the southern walls and send Macemen racing up the walls and around to take out the defending Archers. Your Archers should head up next and take position in the towers to begin firing on the enemy.

The defending Lord is located in the Keep surrounded by its own Stone Wall. Rather than bring siege engines into the Castle to break down this wall, just position your Archers and Crossbowmen around the Keep and fire. You have enough firepower to take out the Lord and win the battle.



Defending the Castle



This Castle can be tough to defend if you do not take advantage of the natural terrain as well as your defenses. Right from the start, you need to move troops. Send all of your Archers to the towers and walls near your Mangonel. Position all of your other soldiers already outside of the Castle along the road leading up to the Castle. Position some Spearmen on the walls near the Mangonel to knock down ladders if necessary. Don't even worry about defending the Wooden Wall in the south. They can't be held.



As soon as the attacking army approaches the Wooden Wall, order the Mangonel to begin firing at them. This will cause a lot of casualties over time and the Wooden Wall acts as a speed bump, slowing down the enemy right in your firing range. Position your troops at the top of the road, where it just begins to widen out. This will cause a bottleneck—leaving the approaching attackers blocked within range of your Archers and Mangonel. Send your Knight after the enemy catapults. If you can take them out before they get in range, your Mangonel will last throughout the battle.

If the enemy does break through, they will be seriously weakened. Without siege engines, they will have to rely on ladders. Your Spearmen can knock them down as soon as they go up and then it is just a shooting gallery for your Archers until the enemy is completely defeated.

Guadamur

Briefing

On a hill overlooking the town, Don Pedro Lopez de Ayala built Guadamur Castle in the latter half of the 15th century. The Castle was often at the center of Spanish Royal life. Charles V came here to mourn the passing of his wife, Empress Isabella, and after their wedding, Princess Joanna and Philip the Fair came here on their honeymoon. During the Napoleonic Wars, the French invaders burned the Castle down, although the Count of Asalto rebuilt the Castle from ruin in 1887, his design remaining true to the original 15th century Castle.

Attacking the Castle



Use your catapults on the western part of the wall to begin with.

The start of this mission can be tough. The enemy Archers on the first wall shoot fire arrows that will cause your troops a lot of damage. Start off by moving your Catapults north along the stream so they can bombard the area of wall with the Burning Logs. Meanwhile, send a small group of Laddermen, about eight, and your Archers and Macemen to the far west edge of the map.

With the Burning Log eliminated, move your Catapults to fire on the Gatehouse. Now send your small group of Laddermen to plant their ladders at the far eastern corner of the wall. Order your Macemen up to begin clearing off the towers, followed by your Archers, who can then take up positions in those towers. Move the rest of your troops up the ladders as well and into the Castle.



Climb up onto the eastern side of the first wall.

Next bring up more Laddermen and have them place their ladders along the wall south of the Keep as well as the wall across from and to the east of the Keep. Use your Spearmen and Swordsmen to clear out the Archers in the towers and then put your Crossbowmen on the walls directly around the Keep once the enemy Archers to the east are eliminated. Your Crossbowmen will fire on the Lord and his guards to kill them all and complete the mission.



Position your Crossbowmen around the Keep and fire on the enemy Lord.

Defending the Castle



Take out as many of the enemy as possible at the beginning.

This Castle can be tough to defend as long as the enemy has siege engines. At the start, try to take out the Catapults with your Burning Logs and order your Archers to target them as well. Meanwhile, bring all of your Archers from the west and north to the second and eastern walls. Move your Pikemen to a position in front of the second Gatehouse. Their job is to go after any siege engines that survive and break through the first wall.



The Archers create a kill zone between the walls.

You have a Mangonel in one of your towers. Use it to damage your first wall and prevent some enemy troops from advancing along the walkways. However, your main defense will be your Archers. By concentrating them south and east of the Keep, you will be able to fire on enemies that scale your first walls as well as those that get in through any breaches.

Hastings

Briefing

On a cliff edge overlooking the sea, Hastings was a brilliant example of a motte and bailey fort. Upon landing in 1066, William the Conqueror erected two prefabricated motte and bailey Castles he had brought with him in his ships. The Castle in the game shows how the Castle may have looked before William upgraded the Castle to stone in 1070. Violent storms ravaged the south coast in 1287, eroding the soft sandstone cliffs beneath the Castle, and parts of it were lost to the sea. Hastings was never attacked by military force but over the years has seen its fair share of peasant uprisings.

Attacking the Castle



Your army begins down at the base of the hill on which the Castle is located.

For this attack, you must act quickly from the beginning. Since the Castle is at the top of a hill, the Archers on the walls can fire much farther than normal. Your Archers can't touch them and since you don't have any Laddermen, you will need to bring down the walls. The key is to use your Trebuchet and Catapults right at the start. Order the Trebuchet to begin attacking the enemy Archers on the wall near the top of the ramp while the Catapults go after those Archers directly above your position. Take out the walls and the Archers will go down as well.

It is important that you move the rest of your army out of enemy Archers' range so you don't take unnecessary casualties. Also be sure to preserve at least one Catapult. You will need it to get into the Castle. Once the Archers along the wall facing you are eliminated, bombard the lower Wooden Gate and kill the guards using your Archers. Now lead your army up the ramp to the top of the hill.

Position your troops at a distance from the Wooden Gate at the top. Take down the Wooden Gate with a Catapult and clear the closest walls with your Archers. Then move your Archers in and on top of the wall from where they can begin firing at the enemy in the center of the Castle. Between the Archers and the Catapult, you should be able to clear out most of the defenders. Once they are nearly eliminated, send in your troops in mass to kill the Lord and win the battle.



Defending the Castle

Defending Hastings Castle is fairly simple. The enemy will try to bring down your walls using a Trebuchet and Catapults. Since you have a significant height and range advantage, your Archers can fire much farther than the Catapults below. Therefore, mass all of your Archers along the wall facing the enemy. The Catapults will be only able to get in a couple shots before they are destroyed.

The Trebuchet is another matter. Once the Catapults are destroyed, move your Archers toward the Wooden Gate and be ready to fire on the enemy troops as they approach. The Trebuchet will knock down the walls on the opposite side of the Castle, but the assault will come to where your Archers are waiting. Wipe out the attackers to win the battle.



Heuneburg

Briefing

Located on top of a hill in the plains of Central Europe, this wooden hill fort dates back to 600 BC when its natural defensive position made it attractive to Iron Age tribes wishing to control the surrounding area. Later, its proximity to the Danube River and location on some of Europe's busiest trade routes made sure it was often a target for the rulers wishing to control the tax and commerce. It is known to have been completely demolished and rebuilt at least three times.

Attacking the Castle



The Battering Ram can bust through both Wooden Gates before being destroyed.

This Castle can be a tough nut to crack. You have no Laddermen, so you must break through the walls to get inside. Order your Catapults toward the cliffs near your position at the start and bombard the closest walls with the enemy Archers on them. Send your Battering Ram to deal with the outer Wooden Gate, then the inner Wooden Gate. It should be able to get through both before being destroyed.

Now send your entire army running through the outer gate and up onto the outer wall, heading around to the side opposite where you began the mission. The key is to use the wall for your Archers, giving them an elevated position from which to shoot at enemy units. Send your Macemen around the outer wall to deal with enemy Archers. Move your Archers around the outer walls a bit at a time to engage a few enemies at a time. The Spearmen and Swordsmen, along with the Crossbowmen, can help protect your Archers from the enemy melee troops. Once the defenders have been weakened, go after the Lord for the win.



Rush your army up onto the outer wall.

Defending the Castle



Your Archers take out the enemy's Catapults.

As the enemy begins sending troops up at you, withdraw the Archers into your Castle and position them on the walls. Also order those Archers near the Braziers to shoot at the Pitch Ditches which will erupt in flames and take out enemy troops walking through them. Position your Spearmen and Swordsmen near any breaches to hold the enemy in place while your Archers finish them off.



The attackers don't stand a chance against the volleys of arrows from your Archers.

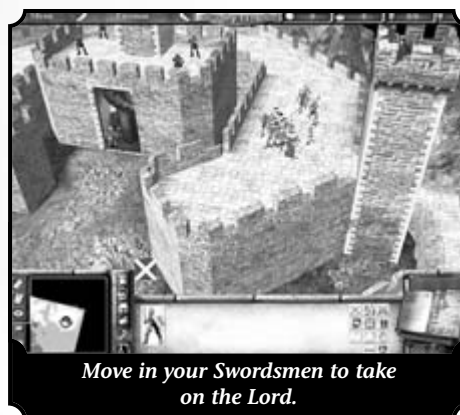
Javier

Briefing

Starting life as a simple signal tower in the foothills of the Pyrenees, Arabian forces built Javier Castle into a fortress at the beginning of the 10th century. Spanish military architects have long since replaced or adapted the original fortifications in their own style. The patron saint of Navarre and the missionary church, St. Francis Xavier, was born here in 1506. The King of Aragon, Fernando V, conquered Navarre and occupied the Castle at the beginning of the 16th century.

Attacking the Castle

This attack is difficult because the enemy has a Mangonel on top of one of the towers. There are also Archers in towers which cannot be easily reached by your Spearmen. Furthermore, you have no siege engines, so ladders are your only way in. Start off by moving your entire army east. Then rush them up the ramp to the Castle and around to the western side. As the Laddermen place their ladders, your Archers can usually take out the Mangonel with sustained fire from the ground level. Once up onto the walls, use your Archers to fire on the enemy Archers and Crossbowmen while you send your Swordsmen after the Lord. Move your Archers around, then attack the Lord as well once all of the other enemies have been eliminated.



Defending the Castle



Your Mangonel can seriously hurt your enemy before they can even get close to your Castle.



Archers in the towers can deal with any enemies that make it to your Lord.

Defending this Castle is fairly simple. Right at the start, order the Mangonel to begin firing at the enemy camped below. Then order all of your Archers, except those in the towers, to man the front wall along with your Swordsmen. As the enemy army approaches, target them with the Mangonel. Your Archers will also cause a lot of casualties as they approach your walls. If you order your Swordsmen to patrol the outer wall, they will knock down any ladders that are put up. If the enemy does manage to get troops up on the wall, fire your Mangonel at the southeastern part of your outer wall to limit the enemy's ability to move around and position Archers closer to your Lord. If the attacker is able to get Swordsmen near your Lord, use your Crossbowmen and Archers in the Towers to kill these enemies.



Koblenz–Stolzenfels

Briefing

In the uplands overlooking the Rhine and the Moselle Rivers sits the famous German Castle of Koblenz–Stolzenfels. The Archbishops of Trier built this typical 13th century Castle as a customs fortress to impose illegal Rhine tolls. The French razed it to the ground during a siege in 1689 and King Frederick William IV of Prussia rebuilt the Castle in the 19th century, using it as his summer residence from 1836 to 1842.

Attacking the Castle



Use your Catapults to destroy the rear tower containing the Braziers and Archers.

This Castle is well defended. The tower at the rear cannot be entered, so forget about sending melee troops in to take it out. Furthermore, the Archers at the top have Braziers so they can shoot fire arrows at your army. A Mangonel also fires at you from a round tower in the eastern part of the Castle. Therefore, the key to winning this battle is to destroy the rear tower and the Mangonel.

Right at the start, move your Catapults east to the map edge, then head north. Meanwhile, rush your Laddermen, Macemen, and Archers directly at the wall facing southeast. Once on top of the wall, the Macemen must race for the tower and destroy the Mangonel while the Archers help clear out the wall. Rush the Archers to the tower once it is clear and keep them inside the tower and out of danger from the fire arrows.



Your Archers and Crossbowmen are responsible for killing the Lord.

Move your Catapults west along the ridgeline and begin bombarding the rear tower. By now you should have brought other troops up onto the wall. They will help distract the Archers with the fire arrows so the Catapults can do their job. Once the rear tower is down, move your Archers up onto the tower as well as along the walls closest to the Keep, where they can fire on the Lord. There is no need to worry about the western side of the Castle. Arrows and crossbow bolts will kill the Lord and win the battle for you.

Defending the Castle



The Mangonel is one of the keys to success for this battle. Right from the start, bombard the enemy camp to kill as many soldiers and destroy as many siege engines as possible. Keep your Archers off the eastern part of the outer wall since it will almost always be destroyed. Instead, keep them safe in the round tower with the Mangonel or along the walls next to this tower.

More than likely, the enemy will raise ladders and begin moving onto the eastern outer wall. Use the Burning Logs to kill as many as possible as they approach the wall, then fire your Mangonel at this section of wall. You don't want to destroy it, just damage it so the attackers cannot walk along the way and gain access to your round tower. Use your melee troops to protect your Archers and the enemy will not be able to get into position to attack your Lord.



Marksburg

Briefing

Situated high above the town of Braubach on the east bank of the Rhine, Marskburg Castle was built by the Freeman of the town in the 12th century to enforce tolls on the river Rhine. It never faced a serious attack and is the only hilltop Castle on the Rhine never to be destroyed and has been continuously inhabited for more than seven hundred years.

Attacking the Castle



This assault requires you to defeat a series of defenses in order to get at the Lord. First off is a small fortress at the bottom of the road leading up to the Castle. It mounts a Ballista that will decimate your army if you do not take it out first. Therefore, you should send in five Laddermen and your Macemen to deal with it. Move them along the southern map edge and place the ladders on the backside of the fort. Rush up and destroy the Ballista and then get out. Then use your Catapults to reduce the fort to rubble and your Archers to deal with any troops that make it out alive.

Next move your entire army up the road toward the Castle. Send the Battering Ram at the Gatehouse. Its main purpose is to draw enemy fire, but if it breaks through, so much the better. Order your Catapults to fire on the protruding wall with the Archers on it as well as any towers. You want your Laddermen to place their ladders along the eastern wall and then send your Macemen and Spearmen up to begin attacking enemy Archers. Position your own Archers in the cleared towers to further engage the enemy. The key is to clear the outer walls and then begin firing on the Lord and his melee troops from the towers.



Defending the Castle



The key to defending this Castle is to take out the enemy siege engines at the start. To do this, order your Ballista to begin firing on them and move some of your Archers to the part of the wall that protrudes to the south so they can fire down on the enemy as they approach your Castle. Your Burning Logs on the main Castle will destroy the Battering Ram if it makes it up to the gate.

The real threat is the Laddermen. Keep troops around on all the walls to knock down the ladders as soon as they are placed. If the enemy can get up on the walls, you will have a much tougher time protecting your Lord. You should be able to knock down the first wave of ladders. However, more Laddermen will come from the Siege Camp. Send your Swordsmen from your small fort to destroy the camp as soon as the enemy troops head past the fort and toward your Castle. Kill every enemy to win the battle.



Pembroke

Briefing

Located high on a rocky peninsula and surrounded by the tidal waters of the River Cleddau, Pembroke Castle started life as a wooden fortress and was the first Norman settlement in South West Wales. The Earl of Pembroke, William Marshall, oversaw the construction of the stone Castle and held it until his death in 1219. The Castle was regularly attacked by the Welsh, but thanks to the constant improvements made to the fortress, they failed to make an impact.

Attacking the Castle



Place the ladders along this southwestern wall and then clear out the Archers.

This battle requires you to essentially take two Castles instead of one. The first Castle guards the way to the second where the Lord and his Keep are located. Use some of your Laddermen to provide access along the southwestern corner of the wall for all of your Macemen. Send them scurrying up the ladders, then order them to clear out the Archers in the nearby towers and along the southern part of the wall. Bring your own Archers in and place them in the southern towers to engage the enemy melee troops below. Once this is clear, use the Battering Ram to break down the first Gatehouse.

Now use your Spearmen to clear out the northern towers and Gatehouse while you move your Battering Ram to take out the Gatehouse. Just be sure to pull your Spearmen on the Gatehouse away as the Battering Ram approaches. You now have access to the second Castle.

Keep the Battering Ram rolling for the Gatehouse of the second Castle while at the same time positioning your Archers in the northern towers and sending Laddermen to place ladders on the western walls of the Castle. Send your Melee troops rushing in to clear the Archers off the walls, then move into the Keep to kill the Lord and win the battle.



The second Castle is almost impossible to take until you have cleared out the first.

Defending the Castle



While on the defensive, the enemy will come at you pretty quickly. Let your Archers in the southwest get in some shots, then pull them back to the northern towers. Archers are best used in large groups, rather than piecemeal, where they are easy targets for melee troops.

The attacker will use the Battering Ram to break down the southern Gatehouse. However, destroy it before it can get to the northern Gatehouse. Your Knights work well for this. With the Battering Ram destroyed, the only way for the enemy to get to your second Castle is by ladder. Send your Knights and some melee troops to the enemy's Siege Camp and destroy it. This will prevent replacement Laddermen from becoming available during the battle.



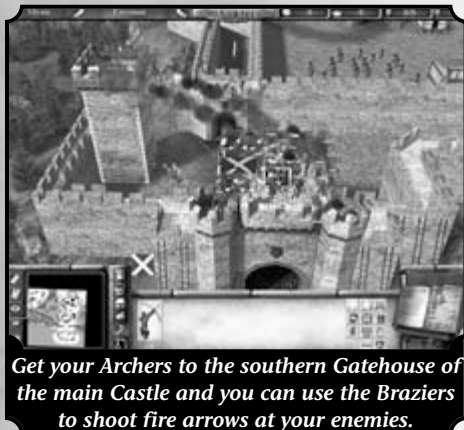
At the second Castle, position your Archers in the towers and have melee troops patrol the walls to push down ladders that may be positioned by the enemy. If you can keep them off the walls, it is just a matter of time until you achieve victory over your foe.

Wartburg

Briefing

In the middle of a forest on top of a steep hill overlooking Eisenach, the people of Thuringia built Wartburg Castle sometime after 1170. The Castle was a place of culture throughout the middle ages and became the venue for a Minstrel's Contest, called the Sugerkrig, around 1207. Between 1521 and 1522, Martin Luther famously translated the New Testament into German at the Castle. Under the name of Junker Jrg (the Knight George), he was hiding here to avoid persecution during the Reformation.

Attacking the Castle



Get your Archers to the southern Gatehouse of the main Castle and you can use the Braziers to shoot fire arrows at your enemies.

Once again you have to take more than one Castle. However, this time it is more like three Castles. The first is basically a fort guarding the path to the main Castle. It contains a Ballista that can cause a lot of trouble for you, so it should be your first priority. Send six Laddermen to place their ladders along the southern wall, then rush up with all your Macemen. Send part of them to take out the Ballista and the rest can go after the Archers. Don't let them get caught in a fight with other melee troops. If necessary, after the Ballista and Archers are gone, pull them back and use your Catapults and Archers to finish off the rest.

The next phase is to storm the Gatehouse of the second Castle. This is protected by Archers with fire arrows. Don't be tempted to use your siege engines since they will just be destroyed. Instead, you should send eight Laddermen to place their ladders on the sides of the Gatehouse and storm this structure with your Spearmen. Follow up with your Archers, who can then use the Braziers for fire arrows and help you clear out the rest of the second Castle. You will have to destroy the Gatehouse you captured so you can get your siege engines through. Use the Battering Ram after you move your troops off the structure.



Archers have little effect against this large group of Swordsmen. They will keep going until they kill the Lord.

There is only one more Castle to go. Use your Catapults to break through the wall to the east of the Stone Gate. You now have access to the third Castle. Send your Battering Ram towards the Gatehouse while you also bombard it with your Catapults and simultaneously send Laddermen to

make way for the rest of your army to scale the walls on the western side. By sending all of your force at once, you force the enemy Archers to divide their fire. Your main attack group for this final assault is your Swordsmen. You should have kept them back until now. Send them into the Castle and straight towards the Keep. They have enough armor to withstand the Archers and Crossbowmen and will take out the Lord on their own to give you the victory.

Defending the Castle



The Archers with the fire arrows will decimate the enemies' assault on your second Castle.

This is an easy Castle to defend as long as you don't spread your forces too thin. Start off by getting your Ballista ready to fire at the enemy Catapults as they move toward you. Also position your Archers in the first Castle in the west to get in shots at the approaching enemy. However, do not sacrifice your troops to save this first Castle. At the start, send your melee troops back to the second Castle. When the Catapults start firing, pull back your Archers as well.

The second Castle is your strongpoint. With the Braziers on the Gatehouse, your Archers there will shoot fire arrows. Position melee troops in front of your Gatehouse to engage the enemy Battering Ram if it comes and to block the walls from the Laddermen. You want to hold the enemy in this kill zone between the first and second Castle as long as possible to maximize the damage your Archers inflict. There are also some Pitch Ditches along this path you can ignite with fire arrows.

Even if your Gatehouse is destroyed, you can hold off the enemy by placing melee troops in the gap and then bringing all your Archers forward along the walls and tower to fire down on them. If the enemy brings Catapults forward, send some of your melee troops to destroy them.

If you must fall back to the third Castle, try to get as many of your Archers and melee troops in before the enemy begins their attack. Hopefully you were able to destroy their siege engines so all you have to worry about are ladders. Push them down and the enemy can't get in. To win the battle, hold it until all enemies are destroyed.



Use melee troops to fill the gap in the wall if the enemy destroys your Gatehouse while your Archers fire away at the enemy.



Structures



CASTLE STRUCTURES							
Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Bastion	—	20	—	—	—	10,000	Knight Errant
Flags	—	—	5	—	—	—	—
Great Tower	—	50	—	—	—	20,000	Duke
Hoarded Round Tower	20	30	—	—	—	14,000	Baron
Hoarded Square Tower	20	25	—	—	—	12,000	Royal Champ
Large Gatehouse	—	50	—	—	—	20,000	Earl
Lookout Tower	—	15	—	—	—	8,000	Knight Bachelor
Main Gatehouse	—	30	—	—	—	12,000	Knight Errant
Round Tower	—	30	—	—	—	14,000	Baron
Sally Port	—	20	—	—	—	8,000	Baron
Small Gatehouse	—	15	—	—	—	8,000	Knight
Square Tower	—	25	—	—	—	12,000	Royal Champ
Stairwell	—	10	—	—	—	6,000	Knight
Stone Double Wall	—	2	—	—	—	—	Knight
Stone Single Wall	—	1	—	—	—	—	Knight
Stone Triple Wall	—	3	—	—	—	—	Knight
Wooden Gatehouse	20	—	—	—	—	2000	Freeman
Wooden Platform	10	—	—	—	—	2000	Freeman
Wooden Wall	1	—	—	—	—	—	Freeman

DEFENSE STRUCTURES							
Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Armoury	5	5	—	—	—	6,000	Knight
Barracks	—	10	—	—	—	6,000	Freeman
Brazier	—	—	—	—	1	—	Knight Errant
Burning Logs	100	—	—	—	—	1,000	Baron
Engineer's Guild	10	—	100	—	—	6,000	Knight Bachelor
Killing Pit	20	—	—	2	—	0	Earl
Man Trap	6	—	—	1	—	0	Knight Bachelor
Mercenary Post	15	—	—	—	—	3,000	Knight
Moat (4 Squares)	—	—	100	—	—	0	Knight
Oil Smelter	—	—	100	10	—	5,000	Earl
Outlaw Camp	20	—	—	—	—	20,000	—
Pitch Ditch (1 Square)	—	—	—	—	1	0	Knight Errant
Rock Basket	—	10	—	—	—	—	Squire
Siege Camp	20	—	—	—	—	10,000	Knight

DEFENSE STRUCTURES (CONT'D)

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Stables	10	—	400	—	—	2,000	Royal Champ
Stone Tipper	—	10	—	—	—	1,000	Knight Bachelor
Tunnel	20	—	100	—	—	5,000	Knight Errant
War Hounds	10	—	100	—	—	3,000	Baron

FOOD AND DRINK STRUCTURES

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Apple Farm	5	—	—	—	—	1,000	Freeman
Bakery	10	—	—	—	—	2,000	Yeoman
Brewery	10	—	—	—	—	2,000	Baron
Dairy Farm	10	—	—	—	—	1,000	Freeman
Eel Pond	10	—	100	—	—	1,000	Knight
Granary	5	—	—	—	—	5,000	Freeman
Hops Farm	15	—	—	—	—	1,000	Baron
Hunter's Post	5	—	—	—	—	1,000	Freeman
Inn	100	—	—	—	—	2,000	Baron
Lord's Kitchen	—	25	—	—	—	6,000	Yeoman
Mill	20	—	—	—	—	2,000	Yeoman
Pig Farm	20	—	—	—	—	1,000	Yeoman
Vegetable Farm	20	—	—	—	—	1,000	Squire
Vineyard	20	—	—	—	—	1,000	Knight Bachelor
Vintner's Workshop	10	—	—	—	—	2,000	Knight Bachelor
Wheat Farm	15	—	—	—	—	1,000	Yeoman

TOWN STRUCTURES

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Church	—	50	500	—	—	15,000	Knight Bachelor
Hovel	6	—	—	—	—	1,000	Freeman
Jousting	200	—	500	—	—	3,000	Knight
Lady's Bed Chamber	—	25	—	—	—	6,000	Knight
Monastery	—	100	1,000	—	—	25,000	Squire
Musician's Guild	10	—	100	—	—	3,000	Squire
Statue	—	10	100	—	—	1,000	Royal Champion
Travelling Fair	50	—	250	—	—	3,000	Knight Errant
Treasury	—	10	—	—	—	6,000	Freeman

INDUSTRY STRUCTURES

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Armourer's Workshop	20	—	100	—	—	2,000	Knight Bachelor
Bakery	10	—	—	—	—	2,000	Yeoman
Beehive	5	—	—	—	—	500	Knight
Blacksmith's Workshop	20	—	200	—	—	2,000	Royal Champ

INDUSTRY STRUCTURES (CONT'D)

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Brewery	10	—	—	—	—	2,000	Baron
Carter Post	40	—	—	—	—	2,000	Baron
Chandler's Workshop	10	—	—	—	—	2,000	Knight
Fletcher's Workshop	20	—	100	—	—	2,000	Knight
Iron Mine	20	—	—	—	—	1,000	Squire
Market	5	—	—	—	—	2,000	Freeman
Mill	20	—	—	—	—	2,000	Yeoman
Ox Tether	5	—	—	—	—	1,000	Yeoman
Pitch Rig	20	—	—	—	—	1,000	Knight Errant
Poleturner's Workshop	10	—	100	—	—	2,000	Knight
Saw Pit	3	—	—	—	—	1,000	Freeman
Sheep Farm	20	—	—	—	—	1,000	Knight
Stockpile	—	—	—	—	—	0	Freeman
Stone Quarry	20	—	—	—	—	2,000	Yeoman
Tanner's Workshop	10	—	100	—	—	2,000	Knight Errant
Vintner's Workshop	10	—	—	—	—	2,000	Knight Bachelor
Weaver's Workshop	10	—	—	—	—	2,000	Knight

SUPPORT STRUCTURES

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Apothecary	20	—	200	—	—	3,000	Baron
Courthouse	—	25	—	—	—	6,000	Knight
Falconer's Post	20	—	—	—	—	1,000	Squire
Gong Pit	20	—	—	—	—	1,000	Yeoman
Guard Post	20	—	—	—	—	1,000	Knight
Torturer's Guild	10	—	100	—	—	3,000	Knight Errant
Water Pot	60	—	—	—	—	1,000	Baron
Well	20	—	—	—	—	1,000	Knight Bachelor

PUNISHMENTS

Name	Wood	Stone	Gold	Iron	Pitch	Hit Points	Rank
Burning Chair	10	—	150	—	—	1,000	Baron
Burning Post	10	—	200	—	—	1,000	Earl
Executioner's Block	10	—	250	—	—	1,000	Duke
Flogging Post	10	—	80	—	—	1,000	Knight Errant
Gallows	10	—	300	—	—	1,000	Earl
Gibbet	10	—	20	—	—	1,000	Knight Bachelor
Mask	10	—	10	—	—	1,000	Knight
Rack	10	—	120	—	—	1,000	Knight Errant
Stocks	10	—	5	—	—	1,000	Knight
Torture Wheel	10	—	50	—	—	1,000	Knight Bachelor



MILITARY UNITS

Unit	Hit Points	Walk Speed	Run Speed	Cost (Gold)	Honor	Rank Availability
Archer	3,000	2	5	12	2	Knight
Armed Peasant	1,000	2	4	2	—	Freeman
Assassin	5,000	2	5	60	20	Duke
Axe Thrower	3,000	2	6	40	—	Knight Bachelor
Berserker	8,000	1.5	4	80	—	Royal Champ
Crossbowman	6,000	1.5	2.5	20	2	Knight Errant
Engineer	2,000	2	4	30	—	Knight Bachelor
Fighting Monk	6,000	2	4	10	1	Squire
Horse Archer	4,000	3	6	80	2	Earl
Knight	20,000	1	2	100	50	Duke
Ladderman	3,000	2	6	4	—	Knight
Lady	—	1	4	—	—	—
Light Cavalry	2,000	4	7	40	2	Knight
Lord	25,000	1	2	—	—	N/A
Maceman	6,000	2	5	20	1	Baron
Outlaw	4,000	2	4	60	—	Knight
Pictish Boat Warrior	3,000	1.5	2.5	30	—	Knight Errant
Pikeman	10,000	1	2	20	2	Knight Bachelor
Spearman	3,000	2	4	8	—	Knight
Swordsman	10,000	1	2	40	8	Royal Champ
Thief	4,000	2	6	100	50	Earl
Warrior Monk	8,000	1.5	3	25	10	Baron

SIEGE EQUIPMENT

Unit	Hit Points	Walk Speed	Run Speed	Cost (Gold)	Honor	Rank Availability
Ballista	1,000	0	0	100	—	Duke
Battering Ram	10,000	1	0.5	150	—	Royal Champ
Burning Cart	500	3	2.5	100	—	Knight Errant
Cat	6,000	1	1	100	—	Earl
Catapult	1,000	2	1	200	—	Baron
Fire Ballista	1,000	2	1	150	—	Earl
Large Siege Tower	10,000	1	0.4	250	—	Royal Champ
Mangonel	1,000	0	0	100	—	Knight Bachelor
Mantlet	3,000	2.5	5	10	—	Knight Errant
Small Siege Tower	10,000	1.5	0.5	150	—	Knight Errant
Trebuchet	1,000	2.5	2	200	—	Duke

PEASANTS

Unit	Hit Points	Walk Speed	Run Speed
Apothecary	1,000	1	2
Apple Farmer	1,000	1	2
Armourer	1,000	1	2
Bailliff	1,000	1	2
Baker	1,000	1	2
Blacksmith	2,000	1	2
Brewer	1,000	1	2
Carter	1,000	1	2
Chandler	1,000	1	2
Child	1,000	1	2
Cook	1,000	1	2
Cook's Helper	1,000	1	2
Criminal	1,000	1	2
Dairy Farmer	1,000	1	2
Falconer	1,000	1	2
Fish Farmer	1,000	1	2
Fletcher	1,000	1	2
Gardener	1,000	1	2
Gong Farmer	1,000	1	2
Grape Farmer	1,000	1	2
Guard	2,000	1	2
Hops Farmer	1,000	1	2
Hunter	2,000	1	2

Unit	Hit Points	Walk Speed	Run Speed
Inn Keeper	1,000	1	2
Iron Miner	2,000	—	—
Jester	1,000	1	2
Miller Boy	1,000	1	2
Minstrel	1,000	1	2
Mother	1,000	1	2
Ox Handler	1,000	1	2
Page	1,000	1	2
Peaceful Monk	2,000	—	—
Peasant	1,000	1	2
Pig Farmer	1,000	1	2
Pitch Worker	1,000	1	2
Poleturner	1,000	1	2
Priest	1,000	1	2
Shepard	1,000	1	2
Stone Mason	2,000	1	2
Tanner	2,000	1	2
Torturer	2,000	1	2
Vintner	1,000	1	2
Weaver	1,000	1	2
Well Worker	2,000	2.5	5
Wheat Farmer	1,000	1	2
Woodcutter	2,000	1	2

ANIMALS

Unit	Hit Points	Walk Speed	Run Speed
Bear	15,000	1	2
Chicken	100	1	3
Cow	500	1	3
Deer	200	3	6
Dog	200	3.5	6.5
Dolphin	—	2	2
Fox	200	3	6
Goose	100	1	3
Heron	100	1	1

Unit	Hit Points	Walk Speed	Run Speed
Horse	500	4	8
Oxen	500	1.5	1.5
Pig	200	2	4
Rabbit	100	2	3
Sheep	200	1.5	3
War Hound	1,000	2	4
Whale	—	2	2
Wolf	1,200	2	5.5



Market Prices



FOOD AND RESOURCES

Item	Buy	Sell	Item	Buy	Sell	Item	Buy	Sell
Ale	20	10	Flour	32	10	Pitch	16	8
Apples	8	4	Geese	12	6	Stone	4	2
Bread	8	4	Grapes	20	10	Vegetables	12	6
Candles	8	4	Hops	15	8	Wheat	23	8
Cheese	8	4	Iron	45	23	Wine	24	12
Cloth	20	10	Meat	8	4	Wood	3	1
Eels	12	6	Pigs	12	6	Wool	15	8

WEAPONS AND ARMOR

Item	Buy	Sell	Item	Buy	Sell	Item	Buy	Sell
Bow	31	15	Mace	58	30	Spear	20	10
Crossbow	58	30	Metal Armor	58	30	Sword	58	30
Leather Armor	25	12	Pikes	36	18			

